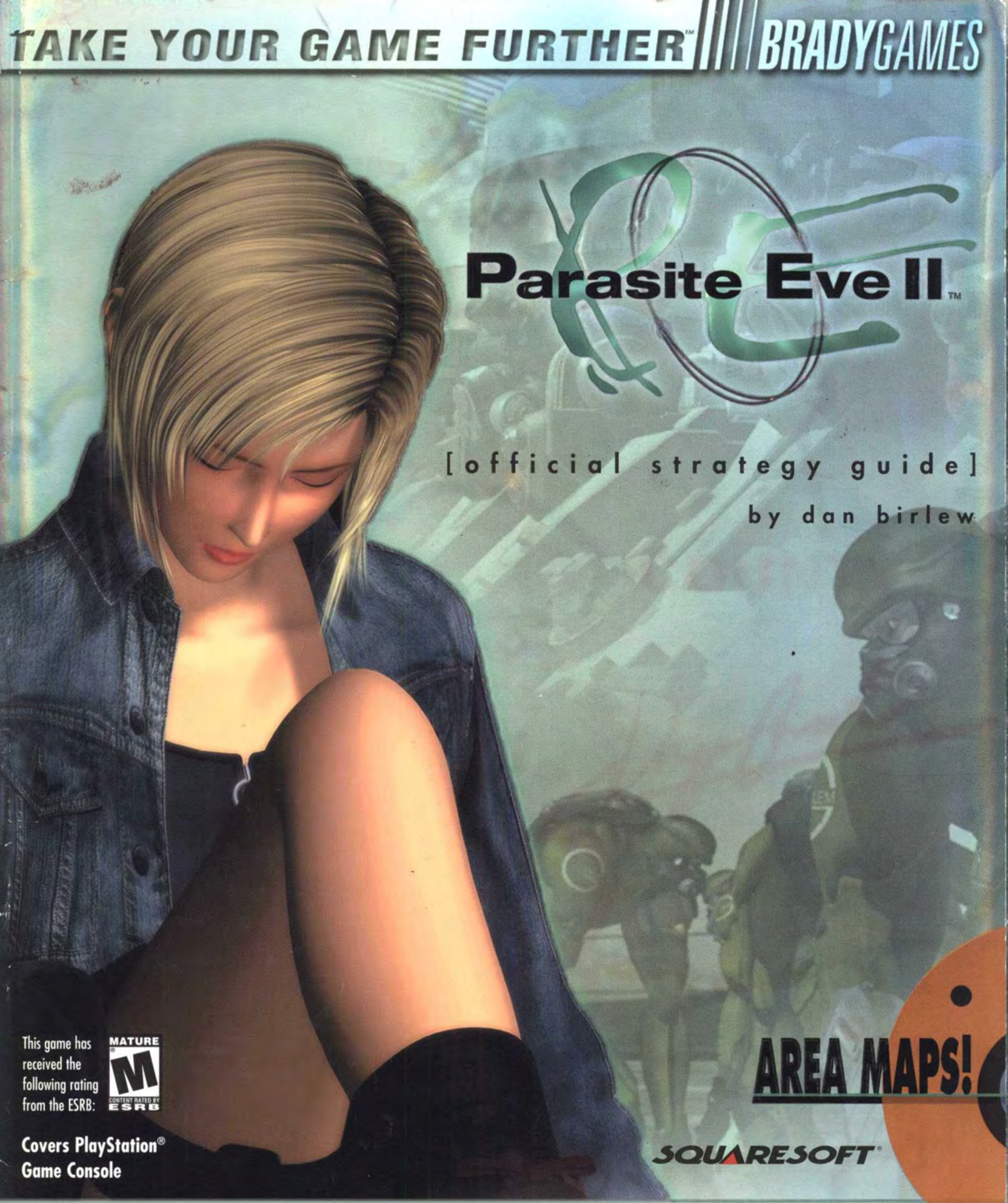
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Parasite Eve II™

[official strategy guide]

by dan birlew

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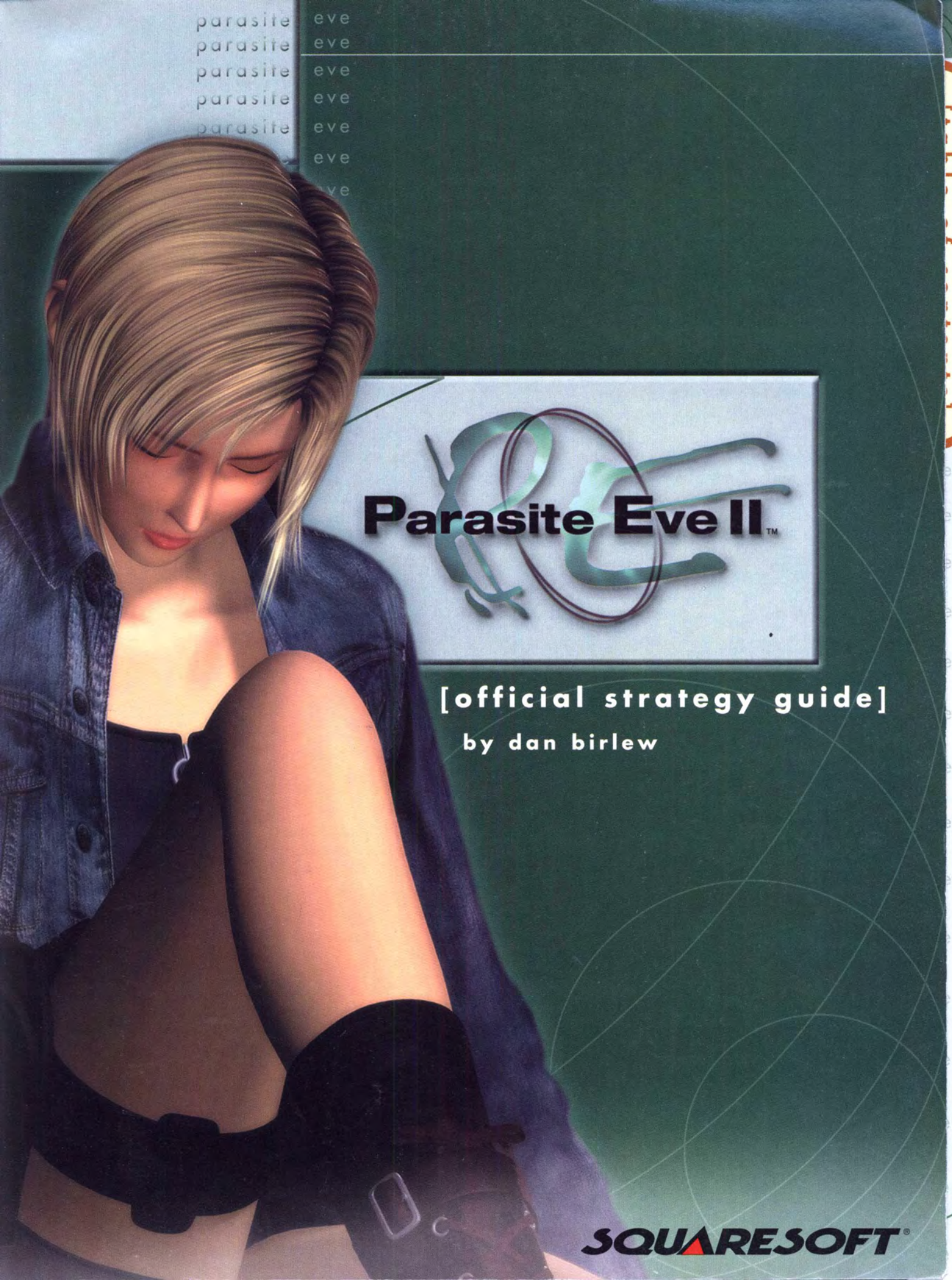
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[official strategy guide]

by dan birlew

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PARASITE EVE™ II OFFICIAL STRATEGY GUIDE

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Dedicated to the most awesome layout and development staff in the whole world, Tim, Michael, Leigh, Ann-Marie, Jane, Bob, Lisa, and anyone I was stupid enough to forget. Also dedicated to Peet's Coffee and the Coca-Cola Company, without whom I wouldn't have been able to skip sleep to complete the guide for this fantastic game. Also, I'd like to thank the hundreds of people who e-mail me with questions about games of all kinds. There's no such thing as a stupid question, so quit apologizing. All of you help me feel like that game expert I wish to be. And a very special thanks to Squaresoft for making this game even more awesome than the last.

Finally, and most importantly, to the most loving and supporting wife in the whole world, my darling Laura, who's there to cuddle every time I get the chance to crawl into bed, and who protects me from the nightmares this game gives me...

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[introduction]

"Uh oh, that old familiar chill…

You're in a building rocked by explosions. Your only way out is cut off by a blazing inferno. The key you found on the dead SWAT officer opens the cafeteria door behind you, but dare you go inside? You remember your countless hours of police force training, so you peek through the nearby display window first. A lone woman sits inside. Seems harmless enough, so you go in…

Suddenly, the woman's flesh begins to bubble and boil. Cellular energy mutates her into a new form of life, a Neo-Mitochondrion Creature. Before your very eyes, *the whole nightmare begins all over again. It's up to you to stop the worldwide spread of the mitochondria revolution one more time.*

But where do you begin? Do you have the best equipment possible? How do you face off against these undefeatable enemies? What will keep you from panicking and running from the room, screaming and flailing your hands in the air?

The answers are all right here in your hand. Developed in BradyGAMES' first-rate combat tactics simulation laboratory, under the supervision of Squaresoft, the *Parasite Eve II Official Strategy Guide* aims to be the ultimate source of information on this astounding game. All the information you find within has been tested at least a dozen times.

Parasite Eve II is a fantastic game, full of fun and thrills. I have attempted to write the most detailed strategy guide available for the game. Yet, I don't want this guide to spoil the story and frights of *Parasite Eve II*. To this end, I've designed this book so that you can get all the character, weapons, items, and monster information that you need before starting the game. The information and tactics contained in the chapters before the walkthrough will help you adapt to the upside-down world you're about to enter. Even if you've played the previous game, there are significant enough differences to warrant a quick study of these chapters. I *strongly suggest* that you not read the walkthrough section until after you have tried to explore each area, and defeat the larger and tougher monsters (known classically as "Bosses").

The reason being, the walkthrough is highly detailed, describing the layout of every area in the game, locations of items and enemies, and how to defeat each Boss. I cannot emphasize enough that there is more fun and more reward in playing this game if you attempt it blindly. Use the walkthrough as a last resort, so that you don't miss valuable items and you don't get terribly stuck on a puzzle.

With that said, I hope you thoroughly enjoy *Parasite Eve II*, and I hope that this guide helps you enjoy it a whole lot more.

-Dan Birlew

Los Angeles, California

August, 2000

[characters]

MIST



"Mitochondrion Investigation and Suppression Team"

MIST is a branch of the Federal Bureau of Investigation, assigned to investigate, assess and wipe out the threat of Neo-Mitochondrion Creatures (NMCs). Although sentient mitochondria are invading host bodies across the nation and transforming them into monsters on an epidemic scale, the government has not yet acknowledged the existence of such creatures. Therefore, the true nature of MIST is not publicly disclosed. When Agents of MIST are in the field, their assignments are officially documented as serial-killer investigations.

As NMCs began to appear outside Manhattan, spreading across the nation, investigation teams popped up everywhere. Eventually, these organizations became a formal division of the FBI. Officially, MIST operatives are listed as FBI Special Agents. Within the division, they are known as "Hunters." MIST awards Bounty Points to Hunters for exterminating NMCs. The amount of points awarded depends on the type of creature killed.

The MIST Center in Los Angeles was founded last August. Currently, there are 12 employees. The unit is supervised by Agent Baldwin, with seven Hunters, two Scientific Analysis personnel, one Infomanagement Specialist, and one Firearms Controller. This unit holds jurisdiction over the entire city of Los Angeles.

[NEO-MITOCHONDRION CREATURES]



The name "Neo-Mitochondrion Creatures" is used for animals and insects genetically restructured by Neo-Mitochondria. Called NMCs, these flesh-hungry monsters have been found in various "Hot Zones" across the country, ever since the New York Blockade Incident in 1997.

MIST Hunters track and destroy these creatures using GPS technology. Areas where NMCs can be found are indicated on a GPS meter by red coloring. Many NMCs possess minor intelligence, so it's possible that they might set traps for Hunters.

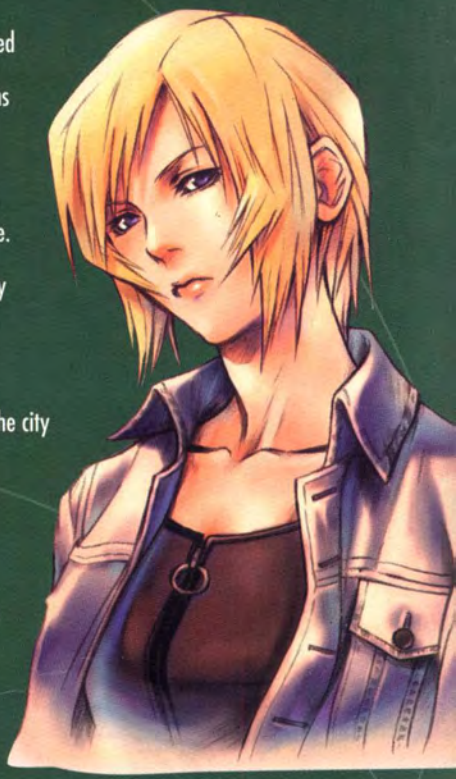
[ARTIFICIAL NEO-MITOCHONDRION CREATURE]

Somehow, human beings are being turned into ANMCs. All subjects found show signs of genetic tampering, as if this was done to them *on purpose*. Some of them even have small metallic implants surgically placed into their bodies. Is it possible that some secret organization is performing horrible experiments on human test subjects, and turning them into the monsters that Aya sees?



ANMCs are different from NMCs. While regular NMCs are usually small animals, ANMCs are larger monsters that have been genetically designed to attack. They have cables and metallic parts surgically implanted into their bodies, and many of these devices are still visible on the skin. ANMCs are generally more dangerous, seeming to possess a higher intelligence and greater combat abilities than regular NMCs.

[AYA BREA]

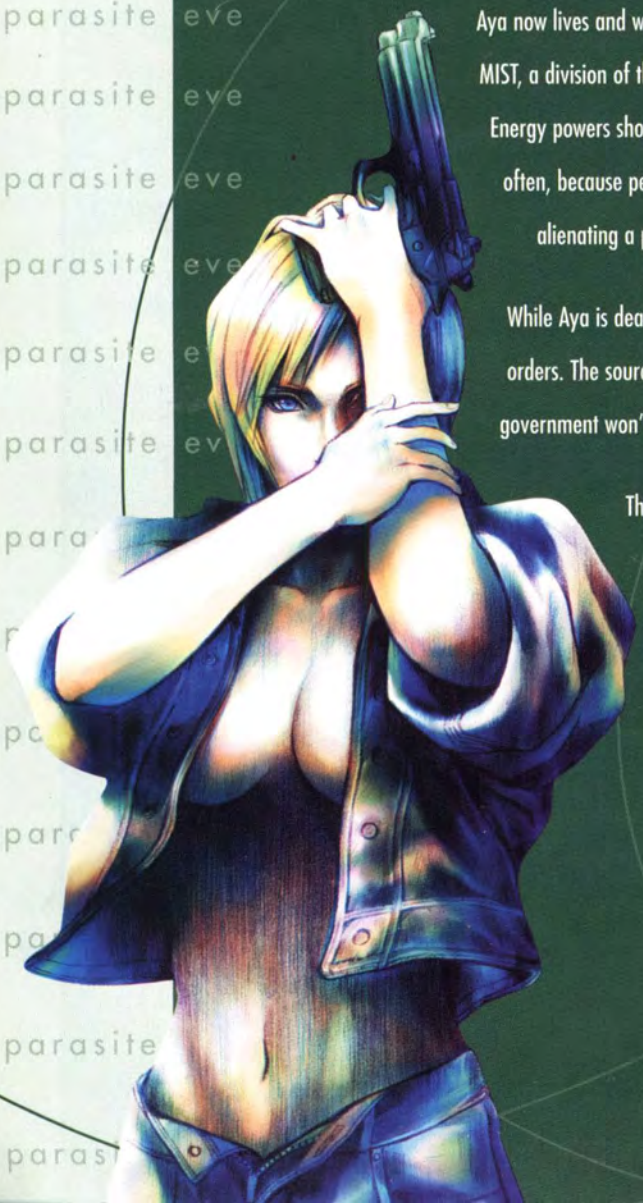


Former NYPD Detective Aya Brea is a strikingly beautiful twenty-eight-year-old woman who possesses mutated mitochondria. At a very young age, she and her sister Maya were subjects of the evil experiments of Dr. Hans Klamp. Aya's cells are energized by her mitochondria, giving her powers called Parasite Energy.

The powers of her mitochondria awoke when she came in close proximity to an actress named Melissa Pearce. This woman was also an experimental subject of Klamp. A power awoke within Melissa, and the chaotic entity known as Eve was born.

For the next six days, Aya was the only person who could stop Eve. She chased the spectral creature across the city in a ferocious battle, and hundreds of innocent civilians died in its wake.

Following the New York City Blockade Incident, Aya was afraid that she would transform like Melissa if she stayed put. So she quit the police force and moved as far away from the city as she could, all the way to the west coast.

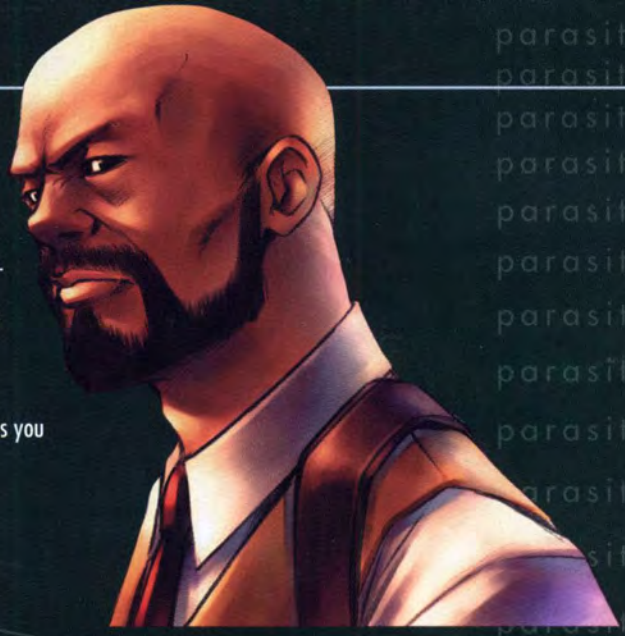


Aya now lives and works in Los Angeles. She has become a Hunter for MIST, a division of the Federal Bureau of Investigation. Her Parasite Energy powers should give her an advantage in fighting such creatures. But Aya tries not to use her special abilities often, because people grow afraid of her when they see what she can do. Aya prefers to hunt alone, to avoid alienating a partner.

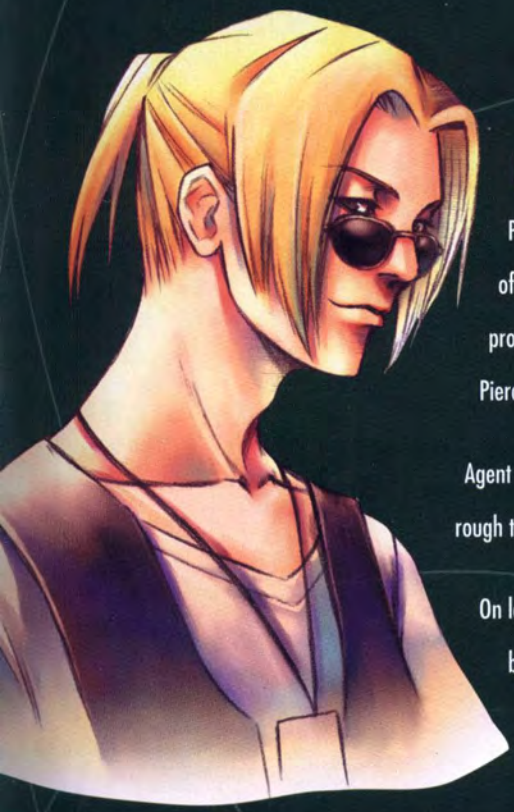
While Aya is deadly in the field, she is not considered a top Hunter. She is known for her unwillingness to obey orders. The source of her discontent could be the hush-hush nature of MIST's activities, along with the fact that the government won't acknowledge NMCs as the single greatest threat to the existence of mankind.

Three years have passed since Aya's ordeal in Manhattan. Lately, her sleep has been disturbed by dreams of her long deceased sister, calling out for her. She takes out her emotions on the MIST Shooting Range, but something has definitely been gnawing at her lately. Still, she maintains her sharp and sardonic wit, and many people enjoy talking to her.

[RUPERT BRODERICK]



Rupert is another MIST Hunter, and knows Aya well. He is an excellent shooter, winning first place in marksman contests. While many consider Rupert a quiet and reserved man, he is evidently hiding a great inner turmoil. He releases his rage only when confronted by the mutant monsters he hunts, which is why no other Hunters want to be his partner. Rumors state that Rupert requested a transfer to MIST after his daughter was killed by NMCs. Try not to wince as you witness him venting anger in the hot zone.



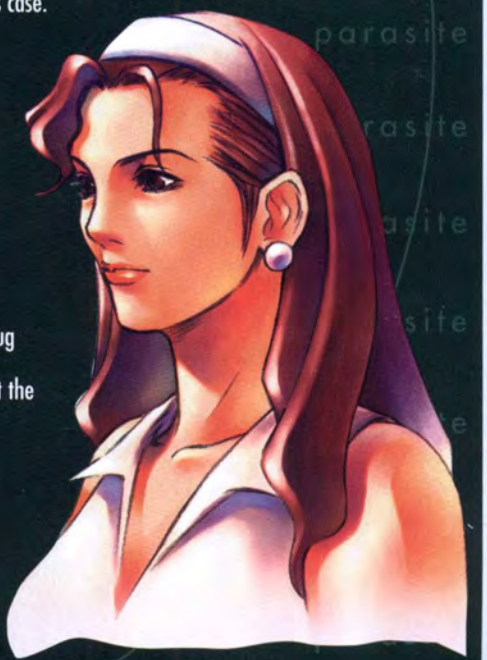
[PIERCE CARRADINE]

Pierce is the Infomanagement Specialist of the MIST Center in Los Angeles. Since he's not particularly fond of using guns, he monitors the Shooting Range. Because of the highly dangerous nature of the MIST training programs on the Range, someone must always supervise when a Hunter practices. Aya is usually partnered with Pierce for the Range.

Agent Carradine is an upbeat and fun guy to be around. Off duty, he loves to take his SUV into the mountains for rough terrain riding.

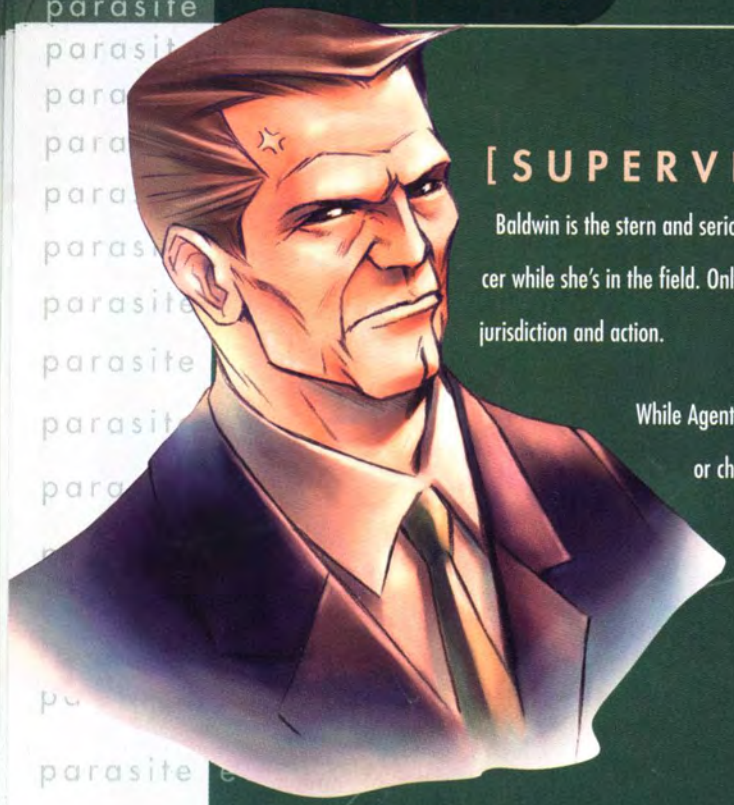
On loan from the FBI's Intelligence Division, Pierce loves to sink his teeth into whatever evidence the Hunters bring back from the field. He is fascinated by the whole infection and mutation process of the NMCs, but he hopes he never has to meet one face-to-face. Pierce is Aya's contact from the field, and he supplies her with information about the evidence she uncovers during this case.

[JODIE BOUQUET]



Jodie is the Firearms Controller for the MIST LA Center. She exchanges Bounty Points for weapons, armor, and other items that Hunters need in the field.

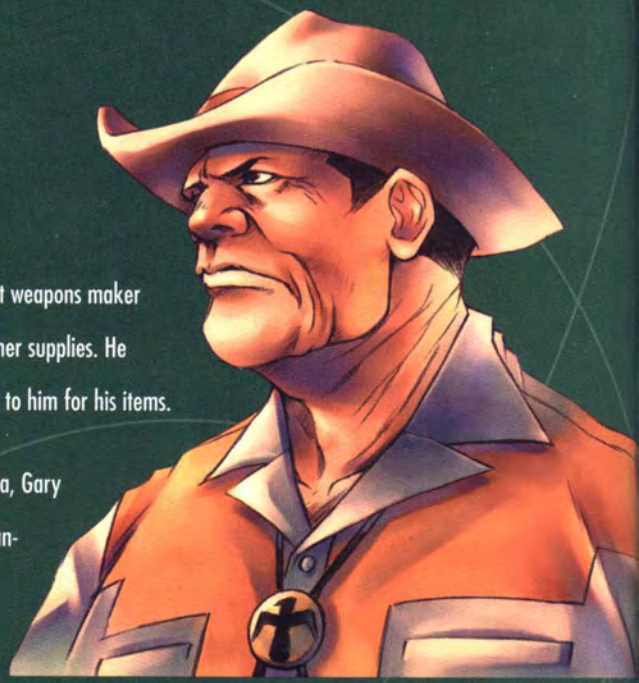
Since she's locked up in a cage with a bunch of weapons for most of the day, Jodie has a somewhat cynical and smug attitude toward other MIST employees. For instance, she will explain the Bounty Points system, but she pokes fun at the person who asks. She loves to relate stories of Pierce's lack of weapons experience whenever you visit her.



[SUPERVISING AGENT BALDWIN]

Baldwin is the stern and serious top-ranking agent of the MIST LA Center. He will be Aya's direct contact and commanding officer while she's in the field. Only Baldwin can approve field requests for backup and other matters that might extenuate MIST jurisdiction and action.

While Agent Baldwin is respected by his peers and subordinates, he is also known for his lack of personality or charisma. The operatives of the MIST LA Center have nicknamed him "Hal," after the impersonal talking computer from *2001: A Space Odyssey*.

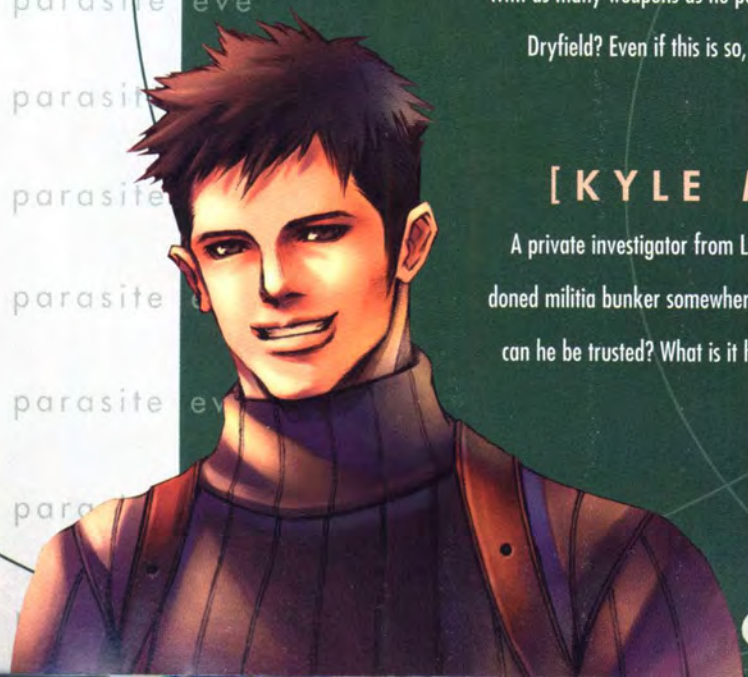


[GARY DOUGLAS]

A citizen of the afflicted desert town of Dryfield in the Mojave Desert, Gary is an expert weapons maker and displays quite a collection. He also has a large stash of armor, ammunition, and other supplies. He makes a deal with MIST to be reimbursed later so that Aya can trade her Bounty Points to him for his items.

While most everyone else in Dryfield has fallen under the influence of Neo-Mitochondria, Gary has somehow survived. He is a dog lover, and he's kept his friendly tail-wagging companion safe from harm during the whole outbreak. He will send his dog Flint with Aya to lead her to certain areas of the town that Gary thinks she should investigate.

With as many weapons as he possesses, is it possible that Gary was part of the underground militia that used to exist in Dryfield? Even if this is so, Gary has a generous attitude and extends Aya a good amount of courtesy.



[KYLE MADIGAN]

A private investigator from Los Angeles, Kyle tells Aya that he has been hired to find an item of some value in an abandoned militia bunker somewhere in the vicinity of Dryfield. He wants to become Aya's ally in the NMC-infested town, but can he be trusted? What is it he's really looking for, and what will he do to get it?



[NO. 9]

Aya encounters this sinister and mysterious freak during her mission. He will try several times to kill her. Who and what is he? He claims to be a Hunter, but what is he after? Who does he work for, and how does he know Aya?



[EVE]

A small child found in the Shelter, Eve resembles Aya so closely that they might be sisters. What horrible experiments has this poor girl been subjected to? Has she been changed permanently by the terrible life she has had, or can Aya convince her not to use her horrible powers?

[police academy]



Aya Brea has been thoroughly instructed in tactical maneuvers. To play as her, you need to learn what she knows. It's time to review Aya's police academy training to bring us all up to speed. Throughout the game, there are generally two modes of play: *Search Mode* and *Combat Mode*.

SEARCH MODE CONTROL

Button	Function
Up	Aya moves forward
Left & Right	Aya turns left and right
Down	Aya steps backward
SELECT	Displays Area Map
START	Opens Main Menu
X	Search/Action/Speak
●	Dash/Cancel
▲	Parasite Energy Menu
■	Target/Engage Combat Mode

COMBAT MODE CONTROL

Button	Function
Up	Aya moves forward
Left & Right	Aya turns left and right
Down	Aya steps backward
SELECT	Vibration On/Off Menu
START	Opens Combat Menu
X	Action/Use PE
●	Dash/Cancel
▲	PE Menu Open/Close
■	Target/Switch Target
R1	Fire—Primary
R2	Fire—Secondary

MENU CONTROL

Button	Function
START	Open/Exit Menu
Up, Right, Left, Down	Moves Cursor
X	Accept/Command
●	Cancel
▲	Help

[SEARCH MODE]



"Search Mode" means that Aya is ready to look around the game environment for items and clues. Control of the game in this mode is pretty basic.

Movement

You know the basic movement controls, but it's important to get comfortable with *curving* Aya's movement. If you push upward and curve just slightly to the left or right, you will make Aya move in a circular pattern. If you push downward and curve just slightly to the left or right, you will make Aya back away slowly in a circular pattern.

Using a digital controller (d-pad), Aya will only walk everywhere and run only when the Cancel (Circle) button is held down. However, you can reverse this control setting in the Options Menu. Press the Start button to access the Main Menu, select Options, and press Accept (X). Toward the bottom of the list of changeable options, Movement will let you switch back and forth between Walk and Run. The default is set to Walk. Change it to Run, and Aya will run automatically when the d-pad is pressed upward, walking only when the Cancel (Circle) button is held down.



I ***strongly suggest*** that you plan to make Aya run everywhere, whichever controller you are using. In combat situations you are going to need to get out from in front of enemies fast. Fumbling to press the Circle button all the time will make it harder to evade attacks, and could cause you serious thumb cramps.



Maximum Control

I used a dual-shock controller to feel the full effect of firing weapons, getting hit, and cinematic explosions. I found the analog stick to be best for scrolling through menus and options. Using the d-pad to move and aim allowed for more precise searching, evasion, and targeting. I set the Movement Option to Run, which greatly assisted in combat and reduced search time.



Stairs and Doors



Walk up or down stairs by pressing the Action Button (X). Also, press the Action button to open doors. If Aya says a door is locked, she means that you might be able to find a key somewhere.

Searching

Important items and clues are spread across the environment. You have to search along walls, ruffle through debris and garbage, and even pick through the pockets of dead victims. Every time you see an object or feature of the landscape that stands out from the rest, move Aya directly up to it and press the Action button (X). Aya will inspect the area and determine if there is anything of interest.

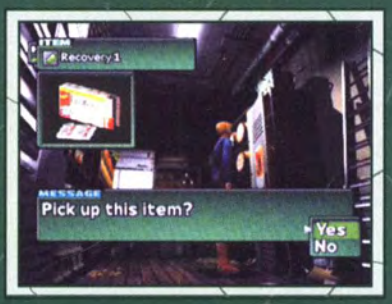


Taking or Leaving Items



Aya can only carry 20 items, including her equipped weapon and armor, her attachments, and other items. Managing these twenty item slots throughout the game is a big job. When you use an item that increases the number of attachments on your armor, don't be fooled into thinking you've attained another item slot. You've only moved one item slot to your armor that was previously in your Item List.

Search areas and things that stand out, such as signs, note boards, control consoles, cabinets, shelves, boxes, and even dead bodies. If there are items or equipment to be found, the object appears onscreen and you are given the option to take it. If your inventory is close to full, you may want to wait until you can free up some space. You can usually return and get the item later. The game will occasionally test your willingness to do this.





Many times, defeated enemies will drop items. You have the option of taking the item or discarding it. If your inventory is full, you may have to exchange the item that is being offered for an item in your inventory that is less desirable.

Aya's Commentary



Sometimes you will cause Aya to comment on the object or area you are examining. Press the Action button (X) to scroll through Aya's thoughts on what she's looking at. In a way, she's talking to *you*. If you get to a point where Aya is repeating herself, or if she cajoles you for making her search an area again, it's time to stop.

Search every area and object at least twice. Even when you think Aya is finished commenting, she often has more to say. Sometimes, Aya will comment on the object or area you are looking at *before* carefully checking it for items. Thus, if you only take a cursory glance at something, you might miss an important or helpful item. (The walkthrough tells you when to search twice, most of the time.)



Search this body once, and Aya will only comment.



Be diligent, search twice, and she finds an item!

Main Menu

The Main Menu is only accessible during Search Mode. Press the Start button to access the Main Menu (regardless of key configuration).

This menu tells you everything you need to know about Aya in one screen. It's important to check this menu often between battles and before entering new areas.

HP: Hit Points. This is how Aya's life is measured. When you reach zero, **Game Over**.

MP: Mitochondria Points. This is how Aya's current Parasite Energy ability is measured. She can cast Parasite Energies to heal and protect herself or fight enemies as long as there's sufficient MP. Details on restoring MP are in the **[parasite energy]** chapter.

EXP: Experience. This measures Aya's growth as a law enforcement officer during the adventure. EXP can be used to revive and strengthen her Parasite Energies.

BP: Bounty Points. Gained by exterminating the vermin known as NMCs. Bounty Points can be traded for powerful weapons, better armor, and other useful items.

WEAPON: Displays the weapon that Aya is currently equipped with. When combat starts, this is what she will use to fight.

AMMO: Displays the quantity of ammunition loaded in the current weapon.

P.ENERGY: Shows Aya's skill level with various Parasite Energies. A zero level indicates that this P. Energy has not yet been revived.

ARMOR: Aya is wearing this armor. Attributable HP or MP bonuses are listed below.

ATTACHMENTS: Shows the icons of the items that are currently attached to Aya's armor.



Main Menu: Definitions

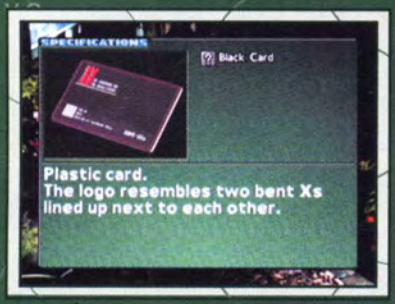
You must also use the Main Menu to prepare and equip Aya for the long road ahead. In the upper-left corner, you'll see several commands that open up other menus:

Use



Opens the Item Menu. This enables you to use health and status repair items, examine weapons and armor, and equip Aya for action. To research an item, highlight it and press the Help (Triangle) button to bring up the Specifications Screen. This will describe the item, tell you what it's used for, and how to use it. More detailed descriptions of the information on the Specifications Screen and how to use it are in the chapters that follow—weapons, armor, items, and so on. Between battles, you may take items to restore Aya's Hit Points and Mitochondria Points.

"???" Items



Most items you find will be identified only as a "gun" or a "bottle," or something like that. Its icon will temporarily be a triple question mark (???). To determine what exactly the item is, open the Item Menu, select the item and press the Help (Triangle) button. You can still use or equip most items even if you haven't done this, since the item will be identified this way as well. When you pick up that type of item again, like another Recovery1, then you will instantly identify it without using the Help command.

Equipping Weapons and Armor



In the left column of the Item Menu, you can see what weapon Aya is holding and how many shots it's loaded with. What armor she's wearing is displayed below that, with the Attachments loaded on it. To equip or change a weapon, highlight the currently loaded item (or the space it should be in) and press **X**. This brings up the Select Weapon Menu. All the weapons currently in Aya's inventory will be listed. Highlight the weapon you want to switch to and press **X**. Equipping or changing armor is accomplished by the same process.

Comparing Weapons and Armor

When you equip a new weapon and new armor, it affects Aya's combat and defense abilities. To compare between the item you have equipped and the item you are *thinking* about using, start the process described in the paragraph above. Before you put the new weapon in your hand, highlight the new item. The item on the left is the one currently equipped, the one on the right is the item that will be equipped. The arrows and color-coding show you how the new item compares to the item you already have equipped. White numbers indicate that the stat will remain the same, green show that the stat will improve, and red indicates that the stat will go down.

A machine pistol will be light, quick to fire, and easy to reload; whereas a shotgun will be heavier and slower on the draw, but delivers with more damage. Machine guns let you fire continuously until your foe is dead, or you're out of ammo. Choose your firearms to suit the occasion, not just to match your sexy outfit.

Armor Attachments

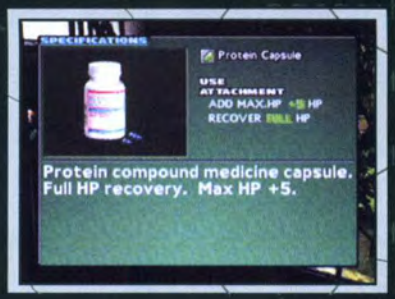
The Attachment System enables you to equip items in slots on your armor for use in Combat Mode. To equip Attachments, highlight the empty spot in the list of Attachments and press Action (X). The cursor moves over to the Item List on the right. Highlight the item you want to equip and press Action again.



Be sure to equip attachments in such a way that they are well-organized and easy to use in battle. For instance, you may want to attach your ammo supply for your current weapon in the first slot. When you open your Battle Menu during combat, it will be automatically highlighted and ready to reload. Next should be your HP and MP replenishing items. Then Equip stand-by items such as the GPS, and one-use attack items like the Pepper Spray in the last spots.

Replenishing Items

Items that restore HP or MP should be attached to your armor at all times so that you can use them when you enter battle. You don't want to get caught unprepared, having used all your attachments in the last fight.



Also, equip one or two items that remove status. There are Parasite Energies that do this, but you'll find that PE is more wisely used to lower enemy numbers.

Health Items are more potent when used via the Main Menu, between battles. When taken by attachment to armor in Combat Mode, the results are less favorable, depending on the level of the item.

Key Item



Items that open doors, or give Aya important clues about her mission, are kept in a separate inventory called the Key Item Menu. Most of these items will have a question mark for an icon when you pick them up. To examine them, open the Key Item Menu, select the item and press Help (Triangle). This opens the Specifications Screen, where you can determine the correct name and use of the item, or read its contents. This Menu is where items like Aya's MIST Badge, Maps, Warrants, Keys, and Magazines will be stored.

Usually, the game will use Key Items automatically on doors and as needed, simply by pressing Action (X) at the door. But sometimes the use of the item is unclear, or it is unclear that you need to use a key item at that time. In such cases you will need to use clever deduction to know when to use a Key Item (or cheat, and use this walkthrough). In these instances, position Aya in front of the area in question, open the Main Menu, then the Key Item Menu, select the item you want to try, and press Action (X).





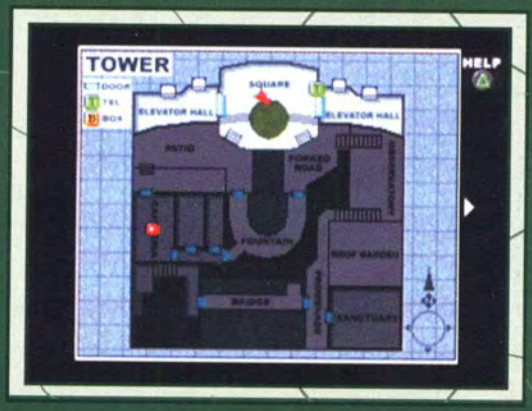
P. Energy

Opens the PE List, which displays all the Parasite Energies that Aya can use. Since Aya doesn't like people to see the powers she has, most of them have fallen dormant. Use this menu to revive and strengthen them using your EXP.

A more detailed discussion of this topic is in the chapter [parasite energy].

Map

The map of the area you are in will be displayed over the game screen. Areas you have not visited will appear darkened. You may scroll through levels from left to right.





Sometimes Aya will find a map, and sometimes she'll even be handed one. In this case, even the areas that haven't been reached yet will be visible and named.

When Aya learns what her next minor objective is, a red dot will appear on the area of the map where she needs to head next, even if she hasn't been there before. If you can't remember or can't determine the next objective, press the Help button (Triangle) while the map is up to see. You can access the map more easily by pressing the **Select** button in Search Mode.

Hot Zones (Red Areas on Map)

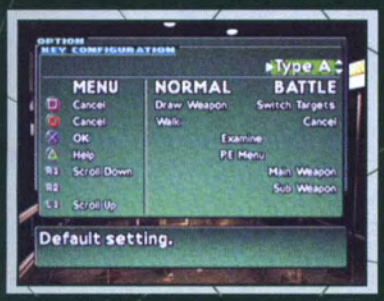
When Aya is in the field, check the map often. Some areas might be red. Aya can feel the presence of NMCs in nearby areas, because of her Parasite Energy. The red areas are hot zones, and enemies are waiting there for Aya. As you're traveling and backtracking, be sure to check before entering each area to see if you're going into a hot zone. Some hot zones will be off the path you're following, but you're a MIST Hunter, and it's your duty to exterminate them all and collect those points!



Option

The Option Menu enables you to adjust *Parasite Eve II* to your liking. You can change the sound from Stereo to Mono, and adjust the level of the background music.





The Cursor function enables you to set whether or not the cursor appears where you left it the last time you were in any of the Menus. Standard will place the cursor at the beginning of each menu each time you open it.

This menu also allows you to select between three preset Key Configurations. The Help screen at the bottom lists the pros of each setup.

Exit

Returns you to the game.



Remember...

1. Search for important items by examining things like signs, cabinets, drawers, tables, beds, and even dead bodies. Anything that stands out should be searched.

2. You only have 20 item slots between your inventory and your armor attachments, so distribute them and use them wisely.

3. More attachments mean you can pick up fewer new items.

4. Always reload your attachments after battles and usage.

5. When your inventory gets full, exchange good new items for less desirable old items.

[COMBAT MODE]

Combat Mode takes over when the game screen flashes bright white. This means that Aya is in the presence of NMCs, and she's ready to hunt down and destroy them. Control of the game in this mode requires more practice and precision.



Hunting



Aya is a MIST Hunter, meaning that it is her duty to seek out and exterminate all NMCs in her vicinity. Use the map to determine where the enemies are hiding by making note of all the hot zones (red areas). Then, enter the NMC's domains, flush them out, and exterminate them with extreme prejudice.

While many horror video games concern trying to escape from a terrifying situation, you are the crazy woman who's *going into the fray*. Show courage and skill, and you'll be rewarded with Bounty Points galore. With the help of this section, you'll be a certified Hunter in no time.

Weapons

Getting to know the assortment of firearms that Aya will find and purchase during this mission is of the utmost importance. Each weapon has a different feel, a certain power, a varied range, and a dangerous reloading time. Each weapon affects how well Aya does in Combat Mode. The statistics for each weapon can be reviewed on the Specifications Screen. Just highlight the weapon on the Item Menu, whether it's equipped or not, and press the (Triangle) Help button.

Stat	Description
GAUGE	A higher gauge indicates greater attack power.
CAPACITY	The number of rounds the gun can be loaded with. Indicative of how often you will have to reload during combat.
WEIGHT	Weight of the weapon affects reloading time, and possibly movement speed.
RANGE	If enemies are outside the range of a weapon, you won't be able to hit them.*
RATE	Length of time between each shot or burst.
OPERATION	Describes how to use the weapon's various features with the R1 and R2 buttons.

*You can still target the enemy, but if they're out of range you won't hit them. A target lock is not a guaranteed hit!



A typical weapons Specification Screen.

For a complete description of each type of weapon, including benefits and disadvantages, check out the **[weapons]** chapter which follows.

Whenever you get a chance between battles, check the Main Menu to make sure that you have plenty of ammo for your equipped weapon. If not, it's time to switch over to a different weapon.

As you progress through the game, you will find more powerful ammunition for your weapons. For instance, as 9mm Hydra Bullets become more plentiful (and eventually, *free*), you should not load your gun with the lower-power 9mm P.B. rounds anymore. The monsters you will face near the conclusion of the game make the ones at the beginning look like chumps.

Ammo Supply Boxes

There are several times that you're going to spot ammunition boxes in the landscape. Many of these will provide you with an unlimited supply of a certain type of ammo. Be thankful for them, remember where these boxes are, and refill from them *any time you are even in the vicinity*. Even if you have just less than the full amount, *refill*. I don't think I can stress that enough, and I will remind you again and again in the guide. When you're using a lethal weapon like a machine gun in the game, just watch how fast you run out of bullets.



Switching Weapons in Battle

When you face off against the larger and tougher monsters of the game, you're naturally going to want to take the most powerful weapon with you. Unfortunately, the most powerful weapons don't hold a lot of ammo, and a backup supply is usually hard to amass. This creates instances where you enter a Boss fight with a Grenade Launcher, for instance, but you only have four rounds for it. You must have a backup weapon to switch to in mid-battle.

You can switch weapons during combat, but only if you have them attached to your armor. To switch weapons in combat, press the Start button to bring up the Combat Menu. Select the weapon you want to switch to, and press (X). The new weapon will be in Aya's hands now, but it won't have any ammo loaded. You must also have the ammo for the weapon attached, if it is of a different caliber. Once you have the new weapon equipped, press Start to open the combat menu once again, and reload the new weapon by selecting its ammo and pressing (X).



As you can see, changing weapons in the middle of the battle is a tedious and dangerous thing. This should only be done in certain Boss fights. Situations requiring this are detailed in the [walkthrough].

Primary and Secondary Firing



Some weapons have only one function or firing pattern, and only operate when R1 is pressed. However, most of the weapons in the game have a Primary and a Secondary function. With many machine guns, for instance, pressing R1 releases a burst of fire, and pressing R2 fires only a single shot. Some semi-automatics only fire continuously or in a burst, the R2 button being non-functional.

Other weapons have secondary devices attached under the barrel (or you can attach them). These include things such as flashlights, bayonets, tasers, and even grenade launchers and gut-searing laser guns. These additions to the weapon will be made to function by pressing R2.



Alternating between burst or single-shot firing is strictly at your discretion. An enemy may be so close that you may think you can only get off a single bullet safely before it will be time to dodge an attack. It seems that alternating between burst and single-shot firing is most advantageous at the Shooting Gallery in the MIST Center.



When your weapon has a secondary device such as a flashlight or grenade launcher attached, you will find that combat is easier by alternating your attacks between the Primary and Secondary functions. With a bayonet attached to your weapon, for example, you can shoot an enemy until they get too close or until your magazine is empty, and then knife them without having to reload. (Likewise for all other devices that fit under the barrel.)

Devices such as flame throwers, tasers, lasers, or flashlights have either a limited charge or fuel amount. You can get the secondary item recharged or refueled at any shop by a person who sells weapons.

Targeting

Enemies aren't going to sit still and allow you to shoot them down. They run at you, they leap from one side to the other, they do basically anything they can to destroy your aim.



When you target an enemy you have basically laid a "mark" on the creature. Usually the closest creature or target will be marked first. While you're shooting that one, another creature might run at you. There are two ways to deal with this: press (Square) again to target the attacking creature, or run away.



After you have targeted a creature, you can run all over the area. You might lose your target, but it's extremely rare. Normally, you will only lose your targeting if the creature runs behind some large solid obstacle and you can no longer see it.

When you are running around or away from a targeted creature, Aya cannot shoot. A moment after you stop, she will turn and regain her aim. You may want to press (Square) again as soon as you reach the new position, to reestablish aim more swiftly.

The best tactic for *every* fight you engage in is not to stay in one place for too long. Sometimes you are far enough from an enemy that you can remain still and fire as they approach, killing them before they reach you. In most cases, however, the space is small enough that you need to fire and move, fire and move.

Using Parasite Energy



As discussed earlier, Aya doesn't like to make a great display of the powers she has due to her mutant mitochondria. For this reason, many of her abilities have fallen dormant since the New York Blockade Incident. When you start the game, the only power Aya will possess is the Pyrokinesis ability. As you kill more enemies and accrue EXP, you can revive Aya's other abilities.

Parasite Energies are cast using MP, or mitochondria points. Aya begins the game with only 30 MP, and this number can only be raised by the use of certain items and by equipping armor with high MP bonuses. This means that her abilities are valuable indeed.

Parasite Energy is best used in a limited fashion. When you enter combat with several enemies, use abilities such as Pyrokinesis and Combustion once or twice to dwindle the numbers. Use your weapons to finish the battle, saving the rest of your MP for the next time. Attach items to your armor that will cure and prevent status changes so you don't have to waste valuable MP casting Metabolism over and over. You should use Parasite Energy to recover HP or cure status abnormality only when you have used up all your attachment items.



In Boss fights, you should use about half your MP to hurt your enemy and the other half should be preserved in case you use all of your attachment items. Try to use Parasite Energy when you feel the end of the battle is drawing near, to finish your combat in style.

As you gain greater amounts of EXP, you can revive more abilities and raise their levels to make them even more powerful. As you max out your Parasite Energies, you will become able to revive a third ability for each Parasite Energy type. More will be explained on this in the [parasite energy] chapter.

Status Abnormalities

During Combat Mode, Aya will encounter several enemies that can inflict status abnormalities with their attacks. These prevent Aya from fighting at her full potential, and in some cases, they will prevent her from being able to fight back or run away! These impairments and their cures are listed in the tables that follow.

Another cure for every status affliction is **time**; the effects will wear off, unless Aya is struck by the same kind of attack again. Parasite Energy **Metabolism** will cure any status abnormality and will prevent re-affliction for a short time.

Aya can also inflict status abnormalities on enemies by using items such as Pepper Spray (PARALYSIS), Combat Lights, or Flares (DARKNESS). Use Wind Parasite Energies such as Necrosis (POISON), Plasma, or Apobiosis to stun enemies (PARALYSIS). Also, there are devices on weapons such as under-the-barrel flashlights (DARKNESS) and the Hammer attachment for the M4A1 tactical assault rifle (PARALYSIS). Use your abilities to inflict these statuses on your enemies as much as possible to make battles shorter and easier. Disable them before *they* do it to *you*.

Status abnormalities can only be in effect during Combat Mode. When all enemies are defeated and the game reverts to Search Mode, all status abnormalities inflicted on Aya will end.



All the status abnormalities possible in the game, their symptoms, cures, and prevention methods are listed in the following table. Some statuses can only be prevented by equipping certain armors, where noted.

DARKNESS

Status: Aya cannot target enemies.
Cure: Use Penicillin
Prevention: Attach Hunter Goggles

SILENCE

Status: Aya cannot use her PE Abilities.
Cure: Use Stim
Prevention: Attach Lipstick, Armor Resistance

PARALYSIS

Status: Aya periodically droops in pain, and cannot move or attack.
Cure: Use Penicillin
Prevention: Armor Resistance

BERSERKER

Status: Aya lifts weapon more quickly and does more melee damage.
Cure: Use Stim
Prevention: Attach MD Player, Armor Resistance

POISON

Status: Aya gradually drops in HP throughout combat.
Cure: Use Penicillin
Prevention: Armor Resistance

CONFUSION

Status: Aya's controls are reversed, may not hit targets.
Cure: Use Stim
Prevention: Attach MD Player, Armor Resistance

[weapons and ammunition]

Tonfa Baton



Baton based on an Okinawan design. Masters can attack continuously.

OPERATION
R1 Strike

With a miniscule range, this weapon requires you to get **too** close to NMCs. Useful only when ammo is depleted. Aya has it from the start.

M93R



Semi-auto 9mm, fires 3-round bursts.

OPERATION
R1 9mm P.B. /Hydr /Sptn (triple)
R2 9mm P.B. /Hydr /Sptn (single)

Firing the plentiful 9mm P.B. rounds, this will be your main weapon throughout most of the game. You can use this weapon indefinitely on the MIST firing range. Aya has it from the start.

M950



Full-auto 9mm w / high ammo capacity.

OPERATION
R1 9mm P.B. /Hydr /Sptn (burst)

This weapon is heavier and clumsier than the M93R. Because it can fire 100 9mm Rounds continuously, however, it becomes the must-use weapon for the Shelter and beyond. Load 9mm Hydra bullets for a better effect. Aya may receive this from Mr. Douglas in his Trailer Coach after the Burner Boss fight, but only if Flint is still alive.

M4A1



5.56mm assault rifle. Customizable with attachments.

OPERATION
R1 5.56 Rifle (3-point burst)
R2 5.56 Rifle (single)

The M4A1 tactical assault rifle is easily the most versatile weapon in the game. You can enlarge the magazine capacity with clip attachments, attach a grenade launcher, a bayonet, a wonderful taser, a flame thrower, or even a laser gun. Purchase this item as soon as possible, and the attachments ASAP. It is probably one of two items that you could play the entire game with. Aya may purchase it for 2450 BP.

Rifle Clip Holder



M4A1 magazine clip holder. Increases ammo capacity by 30.

This attachment for the M4A1 tactical assault rifle enables you to expand the capacity of the weapon to 60 rounds, making for fewer reloads in the face of enemy aggression. Aya may purchase it for 1800 BP.

You can use two Rifle Clip Holders on the M4A1 Assault Rifle, expanding the capacity of the weapon to 90 rounds. Aya may purchase two Rifle Clip Holders for 3600 BP.

M9 Bayonet



Close-combat bayonet. Custom M4A1 attachment.

This knife fits squarely under the barrel of the M4A1 tactical assault rifle. It can be used by pressing R2 in combat. It must be used at close range, but is extremely useful in combination with live rounds, when 5.56mm rounds are scarce. Aya may purchase it for 980 BP.

M203 Launcher



40mm grenade launcher. Custom M4A1 attachment.

This attachment for the M4A1 allows you to fire grenades of any type from right under the barrel. Between this and a barrage of 5.56mm rounds, NMCs don't stand a chance. Aya may purchase it for 2130 BP.

Pyke



Small portable flamethrower. Custom M4A1 attachment.

This is an attachment that fits under the barrel of the M4A1 tactical assault rifle. It spreads flame in a wide cone at a fairly decent range, but slowly and only for a short time. It can be refueled at any shop. Mr. Douglas sells this item if you return to Dryfield from the Shelter at any point late in the game. Aya may purchase it for 5180 BP.

Javelin



Believe it or not, this is a piercing laser beam that can be attached under the barrel of the M4A1 tactical assault rifle! It cuts through lines of enemies, killing them all in a row. This is too cool not to try, but it does reduce Aya's ability to fire quickly, because the device adds so much weight to the gun. You can buy it from the Master of Arms in the Shelter Heliport. Aya can purchase it for 7500 BP.

MP5A5



The MP5A5 machine gun is a sleek and sophisticated weapon, allowing you to fire 30 bullets non-stop. However, it has weak firepower, and uses a ton of bullets. The flashlight under the barrel is useful for blinding enemies accustomed to the dark, and is rechargeable at most shops for free. The clip capacity can be expanded by attachments. Aya finds this weapon in the Akropolis Tower, and it can be purchased later for 6980BP.

SMG Clip Holder



This attachment for the MP5A5 machine gun expands the magazine capacity to 60 rounds, making for fewer reloads in the face of enemy aggression. You can get the attachment from the Master of Arms in the Shelter Heliport. Aya can purchase it for 3980 BP. You can use two SMG Clip Holders to expand the capacity of the MP5A5 machine gun to 90 rounds.

M249



The most powerful rifle in the game, the M249 uses 5.56mm rounds. This monster fires 200 consecutive shots at an incredibly high power. "Enemies, **what** enemies?" This item only becomes available to purchase from the Master of Arms in the Shelter Parking Lot if Aya gives Eve's Teddy Bear to Flint the Dog and rescues the Blind Soldier. Also, you can find it in a shop during Replay Mode, when a rank of "C" has been attained. Aya can purchase it for 15800 BP.

P08



An antique handgun sold by Gary Douglas, this automatic weapon has a fantastic reload time, but fires only one bullet at a time. Avoid buying on impulse. Aya can purchase it for 680 BP.

P229



The preferred handgun of the game. If you want to single-shot it, this is the weapon to have. The handy and powerful flashlight attachment is useful to stun enemies. Although a single-shot weapon only, the P229 fires with a power you can feel right through your controller. Aya can find this item in the West Mine, or purchase it later for 1880 BP.

Mongoose



.44 Magnum fire power with pure style, the ultimate handgun in the game. Finding ammo is a pain, and it has a terrible rate of fire, kicking like crazy. But this will take down a variety of enemies in one shot. Great versus GOLEM soldiers. Rupert must appear in the Shelter Heliport, and Aya must speak to him to get this. Can be purchased in Replay Mode if a rank of "D" is attained. It can be purchased in Replay Mode for 2850 BP.

PA3



The first shotgun available for purchase, it is something of a rip-off unless you're starting Bounty Mode. Its power and range are terrible, and it fires and reloads too slowly. But it will destroy large clusters of small enemies like nobody's business. Aya can purchase it for 1000 BP.

SP12



12-gauge close-combat shotgun. Powerful, but cumbersome.

OPERATION
R1 Buckshot / Firefly / R. Slug (single)

This pump-action shotgun is far more reliable than the PA3, especially in the face of multiple enemies. Reloading is still a hassle, but not many common enemies are going to be around after you've emptied seven slugs. Aya must find this item in the Shelter. It can be purchased in Replay Mode for 3980 BP.

AS12



Rapid-fire 12-gauge combat shotgun.

OPERATION
R1 Buckshot / Firefly / R. Slug (burst)

The grand-daddy of all shotguns, this handle-pump bruiser fires 20 shells from a cylinder magazine without a reload. Loading this weapon with R.Slugs makes the final stages of Normal Mode so easy, it's a sin. Try to achieve a rank of "E," so that you can purchase it at the start of your next game. Aya can purchase this weapon for 12500 BP.

Grenade Pistol



Pistol-sized 40mm grenade launcher.

OPERATION
R1 Grenade / Riot / Airburst (single)

This weapon fires a variety of property damage and crowd control 40mm grenades. While it has a terrible reloading speed and rate of fire, it is crucial to several Boss fights throughout the first part of the game. It is one of two weapons that can be used to play the entire game. Aya finds it in the Akropolis Tower, and can purchase it later for 1680 BP.

MM1



40mm launcher w / revolving magazine.

OPERATION
R1 Grenade / Riot / Airburst (burst)

This is a weapon that makes the entire game a synch. Those who've been caught by the slow reload of the one-shot Grenade Pistol or M203 Attachment will be in love at first sight with this. The final Bosses don't stand a chance with this around. But can you possibly raise enough BP to buy it? The MM1 only becomes available from the Master of Arms in the Shelter Parking Lot if you give Eve's Teddy Bear to Flint and rescue the Blind Soldier. It's also available in Replay Mode if you receive a "B" rank. Aya can purchase it for 23500 BP.

Hypervelocity



Magnetic railgun. Fires super-sonic rounds.

OPERATION
R1 Railgun (burst)

This is an experimental, hand-held railgun that is only available in Replay Mode. You can purchase it in any shop if you achieve an "A" rank. However, this weapon is so heavy and kicks so hard that Aya's abilities to run and evade attack are reduced to nil. It also requires a full 30 seconds to charge up before it fires! However, if you have the time and the space to wait for Aya to lift it, charge, and then shoot it, almost nothing will be standing on the other end. Aya can purchase the Hyper Velocity for 20,000 BP.

Gunblade



Ultra-high frequency particle blade. Blade with shotgun attachment.

OPERATION
R1 Ultrahigh Frequency Blade
R2 Buckshot / F-fly / R. Slug (single)

Lovers of SQUARESOFT games will recognize this as the symbolic weapons from FINAL FANTASY VIII. It operates in exactly the same fashion. You can load it with any type of shotgun ammunition. Press R1 to swing, then press R2 upon the instant of impact to fire the slug. The extra damage inflicted depends on the shells used. Loading R.Slugs in this weapon is crazy; you can inflict nearly 3000 HP damage! The Gunblade is only available in Replay Mode, when an "S" rank is achieved. Aya can purchase it for 10,000 BP.

9mm P.B.



9mm caliber full metal jacket round. For handguns and submachine guns.

APPLICABLE WEAPONS
M93R P08
P229 MP5A5

This most plentiful ammunition in the game and also the weakest. Aya can find several 9mm P.B. Ammunition Supply Boxes throughout the game, starting with the Akropolis Tower. She also begins each leg of the adventure with 100qty. Aya can also purchase them in 50qty for 30 BP. Forget about purchasing them!

9mm Hydra



9mm hollow-point round. Soft tip increases tissue damage.

APPLICABLE WEAPONS
M93R P08
P229 MP5A5

A hollow-point bullet that spreads on impact for greater damage. Several enemies drop them throughout the first half of the game, and they can later be found in Ammunition Supply Boxes throughout the Shelter, exactly where needed most. Aya can also purchase them in 50qty for 50 BP. Forget about purchasing them!

9mm Spartan



9mm fragmentation round.
Fragments rupture vital organs.

APPLICABLE WEAPONS
M93R P08
P229 MP5A5

These are exploding bullets that turn NMC guts into pulp. The are rarely found, although some enemies drop them in the Shelter. Most likely they will have to be purchased from the Master of Arms in the Shelter Heliport in 50qty for 80 BP.

Mongoose .44 Magnum



44 caliber magnum round.
Impressive destructive power.

APPLICABLE WEAPONS
Mongoose

These are large bullets for the all-powerful .44 magnum hangun. They destroy most enemies with one shot and are available in any shop in Replay Mode, once a Rank of "D" has been reached. Aya can purchase them in 50qty for 100 BP.

.44 Maeda



Anti-NMC 44 magnum round.
Contains toxic mitochondria.

APPLICABLE WEAPONS
Mongoose

These are .44 Magnum rounds containing toxic anti-mitochondria, engineered by Aya's scientist friend Maeda. Rupert will give Aya a supply along with his Mongoose, if he is found in the Shelter Heliport. Also available in any shop in Replay Mode once a "C" rank has been reached. Aya can purchase them in 25qty for 800 BP.

5.56mm



5.56mm full metal jacket round.
For rifles and light machine guns.

APPLICABLE WEAPONS
M4A1

The ammunition of the most powerful and most accurate weapons in the game. It can be purchased throughout the first half, is dropped by ANMCs occasionally, and is supplied freely by the Master of Arms in the Shelter Heliport or Parking Lot. Aya can purchase it in 80qty for 100 BP.

Buckshot



12-gauge shotgun scatter shot.
Spreads 9 lead shots in a burst.

APPLICABLE WEAPONS
PA3 SP12
AS12

These are typical scatter-burst shotgun rounds. They fire in a cone shape, damaging all enemies in range. They can be found occasionally in Dryfield and supplied for free in the Shelter if Aya has found the Armory Cardkey. Supplied for free by the Master of Arms in the Shelter Heliport and Parking Lot. This type of ammunition also can be purchased in 10qty for 60 BP.

Firefly



12-gauge shotgun incendiary shot.
Ignites flammable target.

APPLICABLE WEAPONS
PA3 SP12
AS12

These 12-gauge shotgun incendiary shots set fire to the target, causing extra damage. They are especially effective versus NMCs who are weak versus fire. This type of ammo is found occasionally in the first half of game, and sold in the Shelter. Aya can purchase them in 10qty for 90 BP.

R.Slug



12-gauge shotgun solid shot.
Powerful shot with good accuracy.

APPLICABLE WEAPONS
PA3 SP12
AS12

This is a 12-gauge shotgun round with frightening power due to its lower spread. This type of ammunition is found rarely in the first half of the game, and sold in the shelter. Aya can purchase it in 10qty for 120 BP.

Riot



40mm special acoustic round.
Emits a glaring flash and loud noise.

APPLICABLE WEAPONS
Grenade Pistol
M4A1 Grenade

These are 40mm "flashbang" grenades that can be used to stun and slightly damage enemies. They are best used in the M203 Launcher attachment for the M4A1 tactical assault rifle, to paralyze enemies so that 5.56mm rounds can be used to terminate enemies. They are found only rarely; Aya can usually purchase them in 4qty for 80 BP.

Grenade



40mm fragmentation grenade.
Shoots fragments over a wide area.

APPLICABLE WEAPONS
Grenade Pistol
M4A1 Grenade

This is a 40mm dose of pure firepower. Use this against any monsters that give you problems for quick results. They are found rarely throughout the game, then supplied freely by the Master of Arms in the Shelter Heliport and Parking Lot. Aya can also purchase them in 4qty for 280 BP.

Airburst



40mm aerial burst grenade.
Arcs and explodes in the air.

APPLICABLE WEAPONS
Grenade Pistol
M4A1 Grenade

These are the rarest grenades in the game. Aim at the center of an enemy cluster to severely damage multiple opponents. They are of poor use against single enemies, but work wonderfully against the Reactor Boss near the end, damaging all parts of it at once. Rarely found, Aya can purchase them in 4qty for 450 BP.

[armor]

Assault Suit



Good desert jacket. Has attachments, but poor protection.

SPECIAL FEATURES
Resist POISON.

Aya wears this armor to the Mojave Desert. Although it's poor protection, many attachments can be harnessed.

Aya Special



Aya's custom-made armored vest. Outfitted for anti-NMC operations.

SPECIAL FEATURES
Quick Fire.
MP Recovery.

A breastplate designed especially for the talents of Aya Brea. Improves time it takes Aya to draw her weapon, and adds additional MP Recovery after every battle. Excellent balance of HP and MP boosts, with a good number of attachments. A must-buy item for the final part of the game. Aya can purchase this armor from the Master of Arms in the Shelter Heliport and Parking Lot for 8000 BP.

Chicken Plate



Flak jacket worn by bomber pilots. Ceramic vest plates absorb impact.

SPECIAL FEATURES
Resist IMPACT.
HP Recovery.

Excellent protection and HP boost. Physical HPs are reduced to 1 if hit with a fatal blow (must have 5 or more HP for this to work), and HP is recovered after every battle. A worthwhile item indeed, not a booby prize. Aya must lose the fight against the Burner Boss. Mr. Douglas will let Aya find this if Flint the dog is dead.

Combat Armor



Heavy police body armor. Helmet amplifier prevents Silence.

SPECIAL FEATURES
High-sensitivity Motion Detector.
Resist SILENCE.

Excellent protection. No need to attach the GPS. Aya can purchase this armor from Jodie or the Shelter BP Vending Machine for 3250 BP.

EOD Suit



Explosives squad body armor. Resists explosions and heat.

SPECIAL FEATURES
Resist IMPACT.
Resist PARALYSIS.

Survivalist wear, awesome HP boost. Physical HPs are reduced to 1 if hit with a fatal blow (must have 5 or more HP for this to work). A wise investment indeed. Aya can purchase this armor from Mr. Douglas after rescuing Pierce for 4580 BP.

Leather Jacket

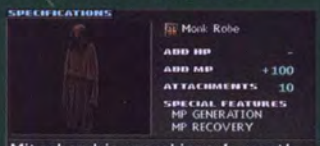


Aya's favorite leather jacket. Decent armor with special lining.

SPECIAL FEATURES
Resist PARALYSIS.

Aya wears this armor to the Akropolis Tower. It will be unavailable thereafter.

Monk Robe



Mitochondria-worshipper's mantle. NMC blood stains boost PE.

SPECIAL FEATURES
MP Generation.
MP Recovery.

Overall, the best armor in the game. This ancient robe enables Aya to regenerate MP when she takes damage from an NMC. It also adds additional MP to your total after battle. This amazing armor comes equipped with a FULL TEN ATTACHMENTS! On top of all those goodies, this armor comes with a nice 100 MP bonus. Only available for purchase in Replay Mode for 3000 MP (see prize list to access it).

NBC Suit



Environmental NBC protection suit. Suitable for long-term wear.

SPECIAL FEATURES
Resist POISON.
Resist PARALYSIS.

Radiation suit, balanced bonuses to HP and MP and negative status resistance. Aya can purchase this armor from the Shelter BP Vending Machine for 3980 BP.

PASGT Vest



Body armor in current military use.
Includes an emergency first aid kit.

SPECIAL FEATURES
Resist POISON.
HP Recovery.

Good protection. Recovers additional HP after a battle. For the Dryfield section, it is worthwhile armor to have. Aya can purchase this armor from Mr. Douglas or the Master of Arms for 2980 BP.

Psy Suit

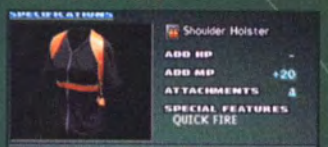


Neo-mitochondria labsuit.
Includes remote ANMC analyzer.

SPECIAL FEATURES
Opponent HP Display.
Resist CONFUSION.

Protection and equipment for NMC control. Enemy HP displayed on-screen. Aya can purchase this armor from the Shelter BP Vending Machine for 4580 BP.

Shoulder Holster



Holster worn over a T-shirt.

SPECIAL FEATURES
Quick Fire.

Aya wears this armor on the MIST Center shooting range. The one benefit of this item is its light weight, allowing Aya to lift her weapon quickly. You can purchase it later for 2580 BP.

Tactical Armor



Modern all-terrain combat armor.
Includes heads-up motion detector.

SPECIAL FEATURES
High-sensitivity Motion Detector.
Opponent HP Display.

The ultimate combat accessory, with excellent MP and HP boosts, and has most attachments of any armor. Enemy HP displayed on-screen, built-in GPS. But can you afford it? Aya can purchase this armor from the Master of Arms starting in the Shelter Heliport for 12800 BP.

Tactical Vest



Bulletproof SWAT vest.
Includes an emergency first aid kit.

SPECIAL FEATURES
Quick Fire.
HP Recovery.

Aya finds this armor in the Akropolis Tower. She finds it again in the back of Pierce's SUV, after saving him. Aya regains some additional HP after every battle while this is equipped.

Turtle Vest



NMC Hunter reinforced vest.
Can be worn under regular clothing.

SPECIAL FEATURES
MP Recovery.
Resist PARALYSIS.

Good protection. Gain additional MP after battle when wearing it. Best when used in Bounty Mode. Aya can purchase this armor from Jodie for 1680 BP.

[items]

This list includes the items that Aya will need to use during the adventure.

Many items have two effects, depending on whether you Use them from the Item Menu directly, or whether the item is consumed as an Attachment to an armor during combat. Some items cannot be consumed as Attachments, and have an effect while worn.

You can buy some items from people who sell things, and others will belong to Aya from the very beginning. Also, there are items that you can only find, and can't buy for BP.

Belt Pouch



Cost: 10000 BP (Replay Mode)
Use: Adds Attachments +1
Attachment: N/A
Increases armor attachments potential.
Found throughout Normal Mode.

Cola



Cost: 120 BP (Replay Mode)
Use: Recovers 20 HP/80 MP
Attachment: Recovers 20 HP/80 MP
Save for Boss battles.

Combat Light



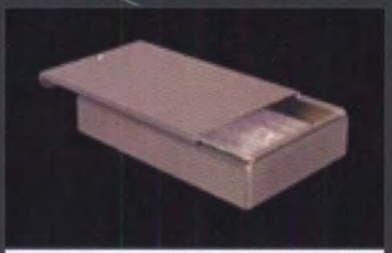
Cost: 60 BP
Use: N/A
Attachment: Inflicts DARKNESS
Cancels enemy aim, delays attacks for a short time.
Useless against Bosses.

Eau de Toilette



Cost: 190 BP (Replay Mode)
Use: N/A
Attachment: Inflicts BERSERKER
Limits Aya to the use of attack magic only, however, it enables her to cause much more physical damage with weapons.

Flare



Cost: 150 BP
Use: N/A
Attachment: Inflicts DARKNESS
Will kill Bats, Rats and Moths, and blind all others in area.

GPS



Cost: 1000 BP (if discarded)
Use: N/A
Attachment: Motion Detector
Aya has one at start.
Keep attached at all times.
Some armors equipped with built-in GPS.

Holy Water



Cost: 5000 BP (Replay Mode)
Use: Raises a Water PE Level +1
Attachment: Reduces damage by 25%
Found in Dryfield Loft safe.
Best used to raise PE Level in Normal Mode.
Use as Attachment in Replay Mode.

Hunter Goggles



Cost: 1000 BP (Replay Mode)
Use: N/A
Attachment: Resists DARKNESS
Can win in Shooting Gallery.

Lipstick



Cost: 5000 BP (Replay Mode)
Use: Raises Max MP +1
Attachment: Prevents SILENCE
Can win in Shooting Gallery.
Find on Neo Ark Island and Pierce's SUV.

MD Player



Cost: 1000 BP (Replay Mode)
Use: N/A
Attachment: Resists CONFUSION, BERSERKER
Found at Shelter B6 Nursery.
Attach during last portion of game.

Medicine Wheel



Cost: 27800 BP (Replay Mode)
Use: Raises a Wind PE Level +1
Attachment: Increases enemy item drop
Best when attached.
Bonus Items help in final stages.
Found in B3 Shelter Dumping Room.

MP Boost1



Cost: 380 BP
Use: Recovers 30 MP
Attachment: Recovers 25 MP
Useful throughout the game; found often.

MP Boost2



Cost: 580 BP
Use: Recovers FULL MP
Attachment: Recovers 100 MP
Best saved for Boss battles.

Ofuda



Cost: 5000 BP (Replay Mode)
Use: Raises an Earth PE Level +1
Attachment: Increases physical attack +50%
Given to Aya by Pierce at Dryfield Water Tower

Penicillin



Cost: 80 BP
Use: N/A
Attachment: Cures DARKNESS, PARALYSIS, POISON
Only useful in combat; *always* keep one attached.

Pepper Spray



Cost: 100 BP
Use: N/A
Attachment: Inflicts PARALYSIS
Enemy unable to attack for a time.
Useless against Bosses.

Protein Capsule



Cost: 10000 BP (Replay Mode)
Use: Restores FULL HP, MAX HP +5
Attachment: Restores FULL HP, MAX HP +5
Attach and use this during combat.
Permanently increases Max HP by 5; use all before final Boss.

Recovery1



Cost: 100 BP
Use: Recovers 50 HP
Attachment: Recovers 45 HP
Probably only useful for the first half of the game.

Recovery2



Cost: 180 BP
Use: Recovers 100 HP
Attachment: Recovers 90 HP
Good to attach to armor.

Recovery3



Cost: 350 BP (Replay Mode)
Use: Recovers FULL HP
Attachment: Recovers 150 HP
Best used in Boss battles or when death is near.

Ringer's Solution



Cost: 200 BP (Replay Mode)
Use: Recovers FULL HP/MP
Attachment: Recovers FULL HP/MP
Ultimate refresher; attach and use in Boss battles.

Skull Crystal



Cost: 5000 BP (Replay Mode)
Use: Raises a Fire PE Level +1
Attachment: Increases attack/defense +20%
Found in Neo Ark Island Aquarium after Sea Diver Boss fight.

Stim



Cost: 80 BP
Use: N/A
Attachment: Cures SILENCE, BERSERK, CONFUSION
Only useful in combat; *always* keep one attached.

[key items]



These are items needed to complete the game. Experienced players should follow this section rather than the walkthrough to increase the surprise and thrills.

Each Key Item has a "???" name and a real name. Compare the two names using the information in this section to define what you've really found and how to use it.

Aeris (Sept. issue)



???: Computer Magazine
Use: Explains how to use password on B2 Laboratory laptop
Found: B1 Shelter Sleeping Quarters (Yoshida's Bunk)

Armory Cardkey



???: Black Card
Use: Unlocks the gate in the B1 Shelter Armory
Found: Akropolis Tower—Roof Garden

Bag of Water



???: --
Use: Melted Ice Bag—no use
Found: Dryfield—don't let the Ice Bag melt!

Blue Key



???: --
Use: Unlocks the Forked Road escalator (use in Café)
Found: Akropolis Tower—Café Back Corridor

Bottlecap Magnet



???: Magnet
Use: Pulls Factory Key through grate near Factory door
Found: Dryfield G&R Kitchen

Bowman Card



???: Card
Use: Unlocks card readers near the elevator and in the carport room
Found: B1 Shelter—kill Brain Stinger north of storeroom

Bronco Masterkey



???: Key found in the lobby
Use: Unlocks every door in the Bronco Motel
Found: Dryfield Bronco Lobby Cash Register

Dryfield Map



???: Map
Use: Map of part of the Mojave desert
Found: MIST LA Center

Electric Car Key



???: Car Key
Use: Use this to pilot car out of Parking Lot
Found: B1 Shelter Parking Lot

Factory Key



???: --
Use: Unlocks back door to Factory
Found: Dryfield—path west of Water Tower

Gasoline



???: --
Use: Give to Douglas in Garage for Truck
Found: Dryfield Gas Station (need Jerry Can)

Ice Bag



???: --
Use: Bring three of these to Pierce to save him
Found: Dryfield—Ice Vending Machine outside Rm.4

Jerry Can



???: Gas Can
Use: Fill it with Gasoline at Gas Station
Found: Dryfield Bronco Loft

Jumper Plug



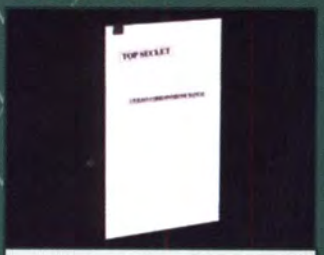
???: Plug
Use: Unlocks Gate 1 and 2 in East and West Mines
Found: East Mine Refuge; West Mine Cavern

Lobby Key



???: --
Use: Unlocks the Bronco Motel Lobby
Found: Dryfield Trailer Coach (obtain from Douglas)

Manual



???: --
Use: MIST civilian disinformation manual
Found: MIST LA Center

Micro Device



???: Metallic Implant
Use: Displays Aya's position on a monitor
Found: Akropolis Tower—Parthenon Café

MIST Badge



???: --
Use: MIST I.D. Card
Found: Aya starts game with it

MIST Search Warrant



???: --
Use: Authorizes any search in Dryfield
Found: MIST LA Center

Mendel (Sept. issue)



???: Scientific Journal
Use: Describes events of first game, defines story
Found: Akropolis Tower—Parthenon Café

Monkey Wrench



???: --
Use: Unbolts dresser in Dilapidated House
Found: Dryfield Garage (w/Mr. Douglas' permission)

Motel No.6 Key



???: --
Use: Opens Bronco Motel Room 6 (2F)
Found: Dryfield Garage

Mr. Douglas' Letter



???: Canister
Use: Note from Mr. Douglas
Found: 1F Shelter Heliport (Flint)

NMC Photo



???: UMA Photograph
Use: Picture of an NMC
Found: MIST LA Center

Oak Board



???: Board
Use: Lay it over gap in Gorge bridge
Found: East Mine Forked Tunnel

Parthenon Key



???: Cafeteria Key
Use: Unlocks the Parthenon Café
Found: Akropolis Tower—West Elevator Hall

Pierce's Memo



???: Message
Use: Read this, then call MIST to get True or Normal Ending
Found: B1 Shelter Pod Service Gantry (check phone)

Red Key



???: --
Use: Drains the Akropolis Tower Fountain
Found: Akropolis Tower—Sanctuary

Saloon Key



???: Key taken from corpse
Use: Opens back door of G&R Kitchen
Found: Dryfield Water Tower

SUV Key



???: --
Use: Unlocks trunk of Pierce's SUV in Dryfield
Found: Dryfield Water Tower; top (save Pierce)

Teddy Bear



???: Teddy Bear
Use: Give this to Flint to track Eve
Found: 1F Shelter Vehicular Air Lock

Truck Key



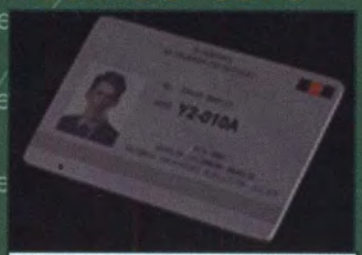
???: --
Use: Allows Aya to travel to Shelter in Douglas' Truck
Found: Dryfield Main Street (after Burner Boss)

Wire Rope



???: Rope
Use: Lowers Aya into the Dryfield sewers
Found: Dryfield Junkyard

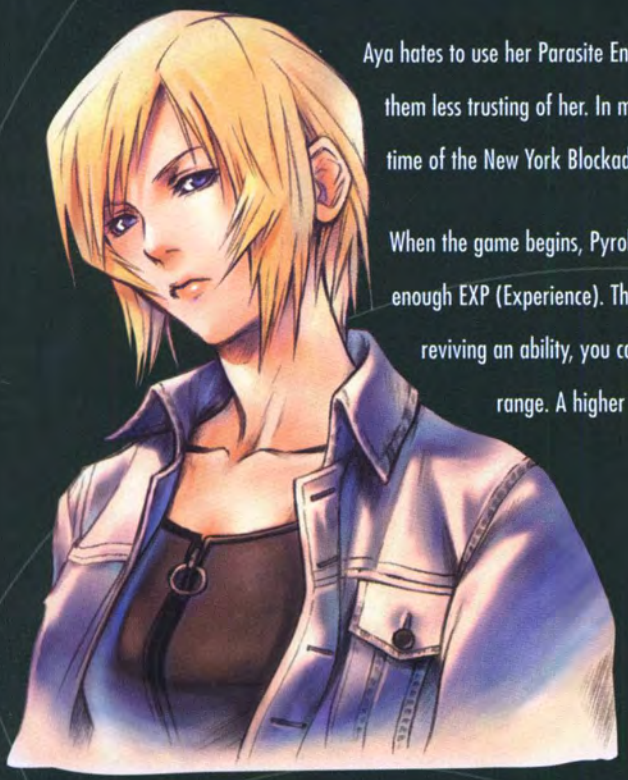
Yoshida Card



???: Card
Use: Unlocks card reader near ceiling monster event and carport room
Found: B2 Shelter—Receive



[parasite energy]



Aya hates to use her Parasite Energy in front of strangers and other MIST agents because she feels it tends to make them less trusting of her. In most cases, she's absolutely right. As a result, her abilities have gone "dormant" since the time of the New York Blockade Incident. For this new adventure, her Parasite Energy abilities must be "revived."

When the game begins, Pyrokinesis Lv.1 is the only ability Aya has retained. You can revive the others after gaining enough EXP (Experience). The tables in this section indicate how much EXP is required to revive an ability. After reviving an ability, you can expend more EXP to "level up" the ability so that it has a greater attack power and range. A higher level ability also requires less MP to cast.

REVIVING AND LEVELING UP ABILITIES

Each successful battle with NMCs gives Aya a predetermined amount of EXP. As EXP accrues, you can revive and strengthen Aya's abilities.

To revive abilities, press Start to open the Main Menu. Select "P.Energy" and press Accept (the X button). This opens the Parasite Energy menu, granting you access to all of the various types of Parasite Energy and the dormant abilities. To determine if you have amassed enough EXP to revive or raise an ability, highlight the ability and press the X button. The amount of EXP required is shown, and the bottom prompt enables you to execute the "revivification" or strengthening.

Reviving abilities and strengthening them gives Aya a bonus to her MP, and also replenishes her MP to maximum. For best results, attempt to revive and level up abilities after expending lots of Parasite Energy in a battle.

The best strategy is to revive all of your abilities first, and then raise the ones you find yourself using often, or that you want served better in combat.

PARASITE ENERGY TYPES

Aya's abilities are divided into four types: Fire, Water, Wind, and Earth. The stronger abilities of each type are at the bottom of the list. The stronger the ability, the more EXP is required to revive and strengthen it.

Fire abilities use the element of flame, and are generally attack abilities. Aya uses these in combat to damage opponents and reduce their numbers. Some creatures are stronger versus fire, however.

Water abilities generally entail powers of healing and restoring normal status. They tend cost a lot of MP to use, so it's best to use items more often.

Wind abilities employ the element of air, and are used to damage and stun enemies. They don't inflict as much damage as Fire abilities, but they do render enemies prone to gunfire and normal attacks. *Necrosis* inflicts POISON status on enemies. Some enemies are strong versus wind and therefore can't be stunned, poisoned or paralyzed.

Earth abilities use the magnetic properties of the planet to protect Aya from harm, and imbue her weapons with energy force.

ATP

ATP stands for "Active Time Penalty." This statistic lets you know how long it will take for Aya to cast an ability. You can cast some PEs on the run, while others will place Aya in danger due to their required casting time.

Because *Parasite Eve II* is played in real time, ATP is a somewhat subjective measure. When you first cast the ability, get used to its timing and measure so that you know how much time you need to cast each ability. Make sure that Aya is the appropriate distance from her enemies, so that she won't get attacked while she regains her senses.

TARGETING PEs

While some abilities gained late in the game enable Aya to wipe out everything in the current area, most abilities are targeted directly in front of Aya. During combat, the best way to target energies is to aim at the enemy with a weapon. Then instead of pressing R1, press the PE Menu button (the Triangle button). All action on-screen then freezes, and the range of the PE ability appears. You can scroll through Aya's active abilities by pressing left or right on the Directional Pad. If one or more enemies appear in the range of the desired ability, press the X button to use Parasite Energy. If the range of the ability only affects Aya, she will glow.

[FIRE]







Parasite energy Inferno



PYROKINESIS

Discharges a straight line of fire, burning through all enemies within its range. At Level 3, fires three quick bursts.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	8	7	6
ATP Loss	22	22	22
EXP Cost	0	1250	3000
Bonus MP	0	1	2
Power	70	100	45(x3)



COMBUSTION

Fire sweeps in a circular path in front of Aya. Pattern and number of flame whips depends on level.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	14	14	14
ATP Loss	38	30	22
EXP Cost	750	1750	4000
Bonus MP	1	1	2
Power	120	140	170



INFERNO

Everything in the area spontaneously combusts.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	30	30	30
ATP Loss	50	40	28
EXP Cost	3000	4000	5000
Bonus MP	1	2	4
Power	200	250	300

[WATER]







Parasite energy Life Drain.



METABOLISM

Cures status abnormalities over a short period of time. Greater levels cure more afflictions simultaneously, more quickly, and prevent further status changes for longer periods.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	7	5	3
ATP Loss	36	28	18
EXP Cost	500	1250	3000
Bonus MP	1	1	1
Power	N/A	N/A	N/A



HEALING

Heals some HP.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	12	12	12
ATP Loss	42	30	18
EXP Cost	750	1750	4000
Bonus MP	1	1	1
HP Restore	30~60	40~70	50~90



LIFE DRAIN

Aya absorbs HP from all enemies in range.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	20	18	16
ATP Loss	44	36	28
EXP Cost	3000	4000	5000
Bonus MP	1	1	2
Power	200	250	300

[WIND]







Parasite energy Apobiosis.



NECROSIS

Fires a bolt of electricity, stuns, and damages minor opponents. Inflicts POISON status at all levels.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	7	7	7
ATP Loss	38	30	22
EXP Cost	500	1250	3000
Bonus MP	1	1	2
Power	15	20	30



PLASMA

Burst of energy knocks down enemies.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	6	5	4
ATP Loss	18	18	18
EXP Cost	750	1750	4000
Bonus MP	1	1	2
Power	25	30	40



APOBIOSIS

Paralyzes enemies for a period of time, determined by level.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	18	18	18
ATP Loss	38	38	38
EXP Cost	3000	4000	5000
Bonus MP	1	2	4
Power	60	80	100

[EARTH]





Parasite energy Energy Ball.



ANTIBODY

Force field that reduces damage to Aya. Percentage of damage reduction is greater versus stronger attacks.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	6	5	4
ATP Loss	36	28	18
EXP Cost	500	1250	3000
Bonus MP	2	2	4
Atk Str Def 1	25%	30%	40%
Atk Str Def 2	30%	40%	50%



ENERGY SHOT

Increases firepower of weapons for a short time. Percentage of damage increase is greater when Aya's HP is low.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	10	9	8
ATP Loss	36	28	18
EXP Cost	750	1750	4000
Bonus MP	2	2	4
HP –25%	30%	40%	50%
HP –40%	40%	50%	60%



ENERGY BALL

Balls of energy encircle Aya, damaging enemies in range. Number of balls dependent on level.

	LEVEL 1	LEVEL 2	LEVEL 3
MP Use	15	15	15
ATP Loss	36	28	18
EXP Cost	3000	4000	5000
Bonus MP	2	4	9
Power x balls	200x1	200x2	200x3

[bounty roster]

All MIST bounty hunters should read this section carefully. All statistics shown indicate the rewards for the retirement of these creatures. There are also tips on how to accumulate a good amount of Bounty Points.

BOUNTY ROSTER KEY	
Abbrev.	**Definition**
HP	Hit Points enemy possesses. Indicates stamina.
EXP	Experience Points gained by defeating enemy.
BP	Bounty Points gained by defeating enemy.
MP	Mitochondria Points recovered by defeating enemy.*
ATK	Methods of attack, status change infliction.
STR	Enemy strength. Damage is less.
WK	Enemy weakness. Damage is greater.

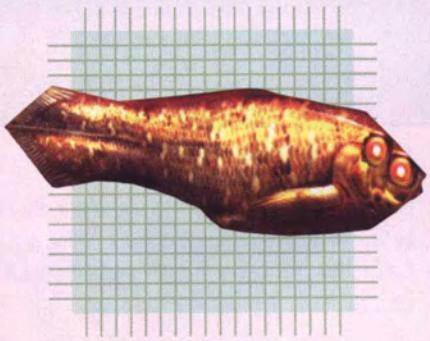
*If Aya is wearing armor with HP Recovery ability, she will also recover this amount of HP for defeating enemy.

NEO-MITOCHONDRION CREATURE (NMC)

NMCs are naturally-occurring neo-mitochondrion cellular invasion and replication hosts. They are created by contact with infected hosts. MIST has been formed to handle occurrences of such creatures in the United States. As a result of natural selection, NMCs are flesh-hungry monsters created from normal animals. They are purely instinctual, seeking to consume living flesh to survive.

BASS

Swim in small schools. Nearly invincible in the water, since they are too fast to target or track. Shoot them from dry land, and use Combustion PE Ability.



HP	EXP	BP	MP	ATK	STR	WK
1	6	36	1	Bite	None	Fire

BAT

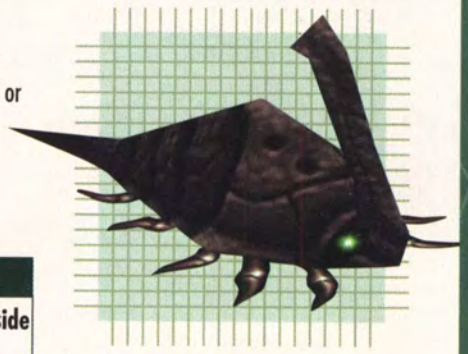
Travel in large packs. Use Buckshot for greatest casualty, prevent assaults with flashlight attachment or Combat Light. A Flare or Apobiosis will kill a swarm of Bats *instantly*.



HP	EXP	BP	MP	ATK	STR	WK
1	5	18	1	Bite	None	Light

BLACK BEETLE

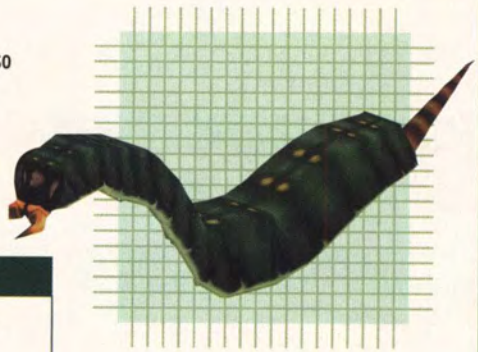
Attack in packs, charging prey from all sides if possible. Use electric shock or PE Ability Plasma to stun them, knocking them on their backsides. Target and shoot them in the belly. Also, use Necrosis Level 3 or the M4A1 Hammer to kill them while stunned.



HP	EXP	BP	MP	ATK	STR	WK
280	15	53	1	Sting, PARALYSIS	Fire	Underside

CATERPILLAR

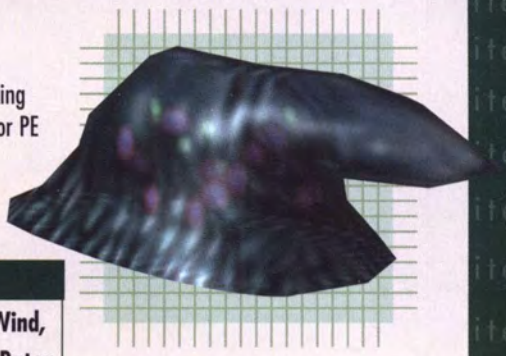
Enlarged green worms that leap and attack. They are most lethal when they're falling out of trees, so be sure to stay away. They are slow crawling and love to fight in tight spaces. Use Parasite Energy Combustion or Buckshot to quickly reduce numbers. Shoot them while they're jumping at Aya, for a quick kill.



HP	EXP	BP	MP	ATK	STR	WK
80	6	28	1	Falling, Jumping	None	Fire

GREEN AMOEBA

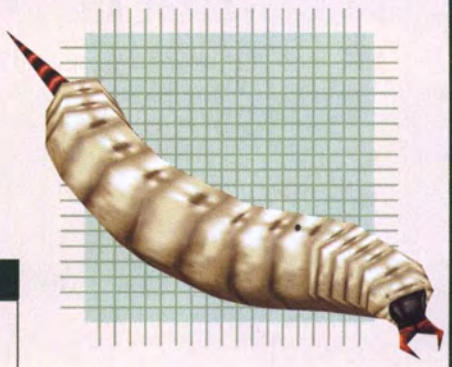
Funny, I think they look more blue! Anyhow, Green Amoeba usually remain dormant in combat until stepped on or attacked. Use Necrosis to wipe out several instantly. Ammunition has no effect, but striking them with the Tonfa Baton does. Kill them quickly, or they will SILENCE you. Without the Tonfa Baton or PE Abilities to use, Amoeba become invulnerable as they continue to attack.



HP	EXP	BP	MP	ATK	STR	WK
80	12	86	8	MP Absorb, Electrocution, SILENCE	Gunfire	Fire, Wind, Tonfa Baton

MAGGOT

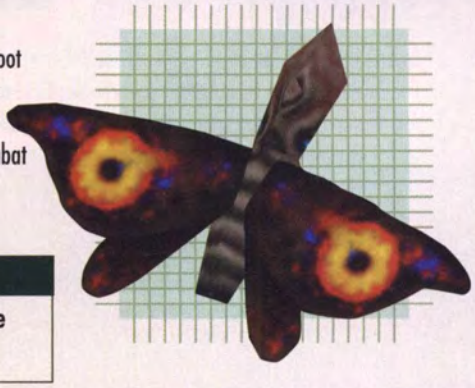
These are overgrown rot worms that fall from trees and attack in numbers. Stay out of the way as they fall, and shoot them as they jump to inflict the most damage. You can take out great clusters with Combustion. They will be set on fire, and continue to take damage as they burn.



HP	EXP	BP	MP	ATK	STR	WK
160	16	68	1	Falling, Jumping, Webshot	None	Fire

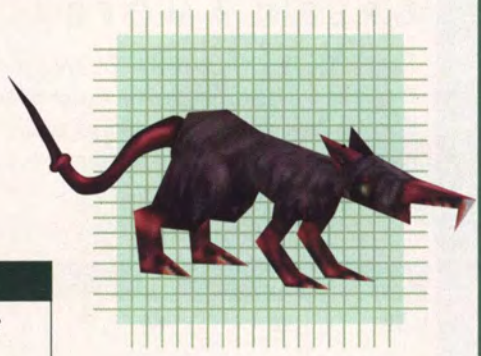
MOTH

Moths appear in clusters, or with other NMCs. One bullet of any kind will kill them, but you must shoot them from a distance. They hover for a few moments, but they slowly fly toward Aya. If they reach Aya, or if you shoot them at close range, they will burst and cause DARKNESS. Other NMCs in the area will swoop in for the kill when Moths are successful. When Moths are at close range, use a Combat Light or flashlight attachment to kill them without trouble.



HP	EXP	BP	MP	ATK	STR	WK
1	2	18	1	Burst, DARKNESS	None	None

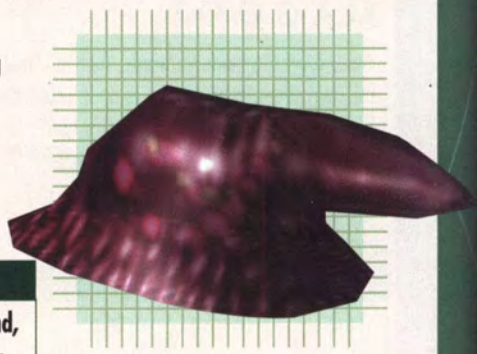
RAT



These timid creatures are not quick or aggressive. One will usually break off from a group and try to bite, hiding afterward directly under Aya. These can usually be killed with one burst of gunfire. Using Flare or Plasma will wipe out whole clusters of them *instantly*.

HP	EXP	BP	MP	ATK	STR	WK
18	4	22	1	Bite, POISON	None	Light

RED AMOEBA



Rarely found, thus yielding a high amount of BP. Red Amoeba are the strongest of the amoeba, requiring several shots to destroy. They remain dormant until struck or trampled on. The Tonfa Baton is effective, but not recommended. Necrosis at Level 3 works wonders on these.

HP	EXP	BP	MP	ATK	STR	WK
280	16	420	30	MP Absorb, Electrocution, SILENCE	Gunfire	Fire, Wind, Tonfa Baton

SCORPION



Insects that travel in large packs. These will burrow up from beneath sand, surrounding Aya instantly. Combustion makes for a Scorpion barbecue, but melts them into pools of acid that damage and poison Aya if stepped on. The same goes for 9mm or 5.56mm bullets. It's best to use a Shotgun to blast them apart. The M9 Bayonet attachment will smash them one by one, but the risk of fighting at such close range is terrible.

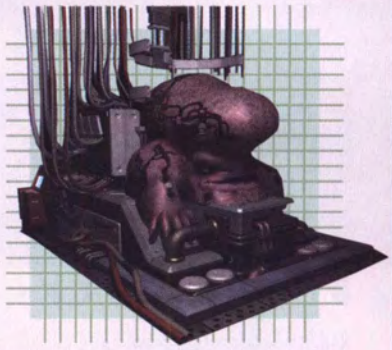
HP	EXP	BP	MP	ATK	STR	WK
68	20	8	1	Sting, POISON, Acid Blood	None	Piercing

ARTIFICIAL NEO-MITOCHONDRION CREATURE (ANMC)

Creatures genetically redesigned by a mysterious faction for unknown purposes. Engineered to be the perfect predators, ANMCs should be approached with caution and extreme tactical prowess. These creatures are normally more difficult and more intelligent than naturally-occurring NMCs. The presence of ANMCs at the Akropolis Tower in Los Angeles is an alarming turn in the war against Neo-Mitochondria.

BETA GENERATOR [BOSS]

This creature is one-half of the ANMC power generator for Neo Ark. It is defended by Watchers placed around its chamber. For greater detail and tactics, please see the appropriate section of the **[walkthrough]**.



HP	EXP	BP	MP	ATK	STR	WK
750	400	200	100	None	None	None

BLIZZARD CHASER [BOSS]

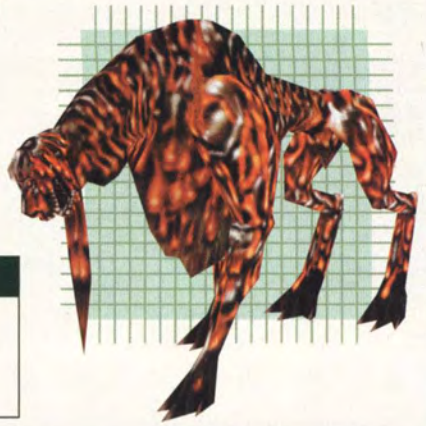
The grand-daddy of all Chasers, the enormous Blizzard Chaser is fought in the West Mine area. Check that section of the **[walkthrough]** for details.



HP	EXP	BP	MP	ATK	STR	WK
500	300	200	10	Bite & Throw, Dash, Trample	None	None

BLIZZARD CHASER ZOMBIE [BOSS]

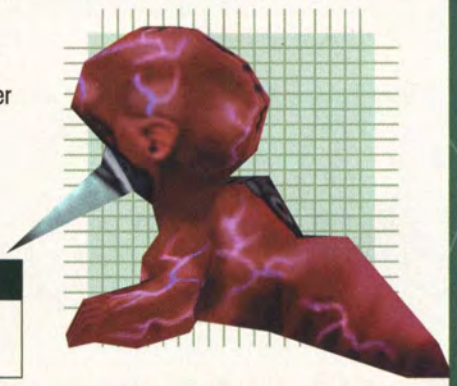
The second and tougher form of the Blizzard Chaser, this monster is best taken down with Grenades. Check the West Mine section of the **[walkthrough]** for details.



HP	EXP	BP	MP	ATK	STR	WK
2500	500	300	30	Bite & Throw, Dash, Trample	None	None

BLOOD SUCKLER

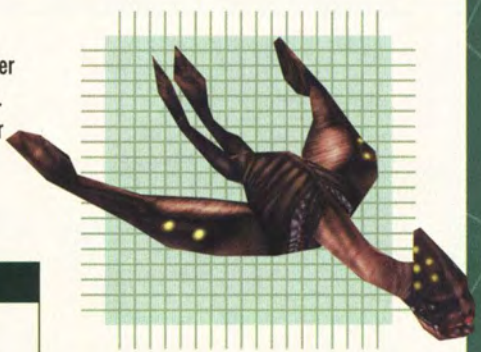
Reddish Sucklers that crawl more quickly, seize and attack the legs, drawing blood, before bursting and damaging Aya. Best shot from a distance, these usually explode with one shot. Use them to destroy other Blood Sucklers, and to damage other NMCs in range.



HP	EXP	BP	MP	ATK	STR	WK
1	8	28	4	Blood Suck, Burst	None	None

BOG DIVER

These water-bound creatures appear in the latter stages of the game. They swim to the surface of water on either side of Aya, stretch their long necks and attempt to catch her in a crossfire of lightning balls. Keep moving as you counterattack. These creatures are best served well-cooked, so use Combustion or Pyrokinesis Level 3 to boil them alive. Firefly Shotgun Rounds are also a great way to go.



HP	EXP	BP	MP	ATK	STR	WK
240	70	88	3	Lightning Ball, Energy Burst	None	Fire

BONE SUCKLER

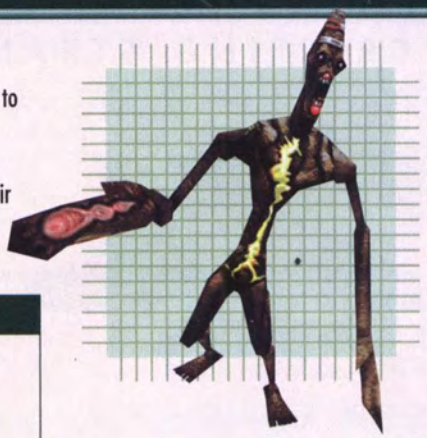
These are probably the least-harmful versions of Sucklers, and also the least-seen. They tend to crawl slowly toward Aya, intent on detonating within range. They cluster easily, can be shot from a distance, and destroyed altogether with one bullet.



HP	EXP	BP	MP	ATK	STR	WK
1	6	20	3	Burst	None	None

BRAIN STINGER

Once-human test subjects of the Neoteny Project in Neo Ark. These giant creatures have about 40 MP to cast mitochondrion balls of attack or to heal themselves. The best weapon to use is a shotgun with Firefly or R.Slugs, or the M4A1/Hammer combination. Stun the Brain Stinger with the Hammer, then pelt it with 1-2 bursts from the M4A1 as it straightens back up. You'll be casting Antibody often in their presence.



HP	EXP	BP	MP	ATK	STR	WK
400	105	158	8	Death Touch, Fire Ball, PARALYSIS Ball, POISON Ball	Impact	None

BRUTE

Generally slow creatures, these round monsters can only be dangerous at close range. The further they have to stretch to slap Aya, the less power in the attack. Use Plasma or strong Fire PE Abilities to knock them over, and then shoot them as they slowly rise.



HP	EXP	BP	MP	ATK	STR	WK
280	152	102	5	Stretch Slap, Acid Fluid	None	Fire

BURNER [BOSS]

This behemoth attacks Aya in Dryfield during the night. Please see the lengthy section regarding this creature in the **[walkthrough]** for details and tactics.



HP	EXP	BP	MP	ATK	STR	WK
4650	2000	1000	100	Flame Thrower, Fist Slam, Fist Sweep, Grab & Squeeze	Fire	None

CREEPING STRANGER

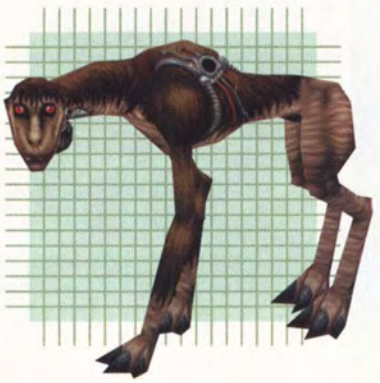
Deformed versions of the Strangers, these pathetic wretches slide slowly across the floor, attempting to bite or scratch Aya. You can put them out of their misery with most PE attacks, most especially with Plasma or the M4A1 Hammer.



HP	EXP	BP	MP	ATK	STR	WK
250	15	48	1	Bite, Claw	None	Wind, Electricity

DESERT CHASER

Desert Chasers are weird horse-like creatures that charge and butt with their heads. If charging from a long distance, they will knock Aya to the ground. If there are two or more Desert Chasers present, they take turns butting Aya so that you never get the chance to fight back. Avoid this situation! Move so that an obstacle is always between you and them, such as a post or another NMC. If you stand in front of a wall and then move when they charge, the Chaser will be unable to stop and will hit the wall for damage. When a Chaser hits a wall, it will fall to the ground. Also, if a Chaser hits another Chaser, *both* take damage and fall. The most opportune time to attack is when they are on the ground, trying to get up. Use Pyrokinesis Level 1 or 2 to knock them down, or Plasma. Chasers can be prevented from attacking by successful use of Pepper Spray.



HP	EXP	BP	MP	ATK	STR	WK
200	75	50	4	Headbutt, Dash	None	When Down

GLUTTON [BOSS]

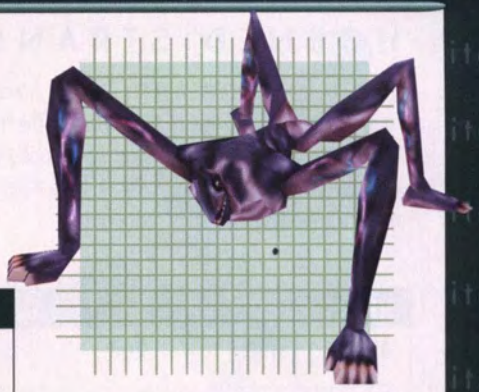
This creature is fought in two rounds, presenting two sets of statistics. For detailed information and tactics, please refer to the B3 Shelter section of the **[walkthrough]**.



HP	EXP	BP	MP	ATK	STR	WK
3000	500	200	100	POISON Mist, PARALYSIS Gas, Acid Rain, Vaccuum Mouth, Tongue Attack, Vomit	None	Mouth
3000	700	200	100			

GRAY STALKER [BOSS]

This troublesome monster is fought in Dryfield during the day, in the B1 level. Please turn to the appropriate section of the **[walkthrough]** for details and tactics.



HP	EXP	BP	MP	ATK	STR	WK
450	500	200	15	Skull Crush, CONFUSION, Scythe Slash	None	None

GREATER STRANGER [BOSS]

Encountered in the Akropolis Tower area in Los Angeles, this creature's transformation heralds a new era of Neo-Mitochondrion evolution. Please reference the Boss strategy for this creature in the **[walkthrough]** for more details and tactics.



HP	EXP	BP	MP	ATK	STR	WK
350	300	200	30	Bite, Chew	None	None

GRIN STRANGER

No one knows what this misbegotten thing has to smile about, since it is the weakest and easiest to kill of the Stranger breed. As they approach, simply run past them. They continue to move toward your previous location! Target them and shoot them in the back for quickest results.



HP	EXP	BP	MP	ATK	STR	WK
160	42	48	4	Chew	None	Back Attack

HORNED STRANGER

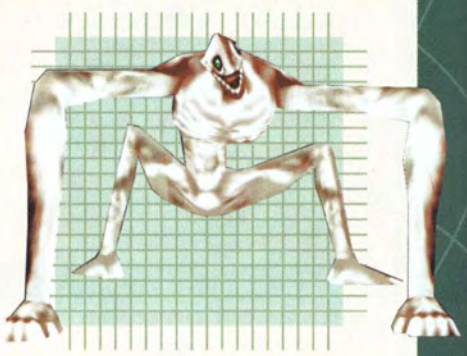
Easily the superior creation of the Stranger breed, these monsters are encountered first in Neo Ark. They must be dealt with in one of two methods. The best weapon to use is the M4A1 with the Hammer attached. Trade off between shocks and rounds; shock them to the ground, then pelt them with 5.56mm rounds as they rise again. Otherwise, blow them out of the air when they attempt their leap kick and maneuver behind them for a back attack.



HP	EXP	BP	MP	ATK	STR	WK
420	115	200	5	Bite, Dash, Flying Kick	None	Back Attack

IVORY STALKER [BOSS]

A more powerful and swifter version of the Gray Stalker. This creature is encountered in the West Mine. Please check this section in the **[walkthrough]** for details.



HP	EXP	BP	MP	ATK	STR	WK
1000	600	300	15	Skull Crush, PARALYSIS, Scythe Slash	None	None

LESSER STRANGER

These derivations look exactly like smaller versions of the Greater Stranger. Handle them in much the same way; place obstacles between you and them and watch as the creatures let you shoot them to death. If you face them in the open, they will charge at you. Run directly past them, turn, and fire at their open backside.



HP	EXP	BP	MP	ATK	STR	WK
180	42	82	4	Bite	None	Back Attack

MAD CHASER

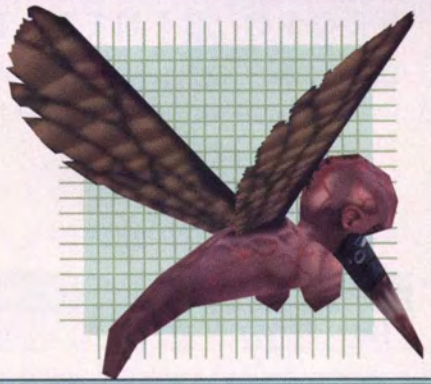
Malformed versions of Desert Chasers. These cackling creatures are just waiting for you to put them out of their misery, and seem happiest when being shot. Kill from a distance, or they will fling their entire bodies at Aya for a powerful impact attack.



HP	EXP	BP	MP	ATK	STR	WK
110	20	40	1	Body Fling	None	None

MIND SUCKLER

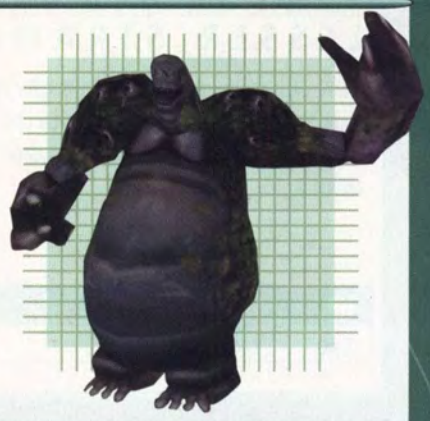
Although an extremely lethal breed of Suckler, you can easily destroy these creatures before they have a chance to attack. When entering their area, they will be peacefully nested in high territory. Use your advantage to fire preemptively. The first shot or burst will usually disable their wings. These resourceful attackers will then crawl across the ground to peck at Aya's feet. Be prepared to shoot them twice with whatever weapon you're using. Attack fast and furiously. Once these get a taste of blood, they're very hard to blow out of the air.



HP	EXP	BP	MP	ATK	STR	WK
50	12	36	2	Drain Sting	None	None

MOSSBACK

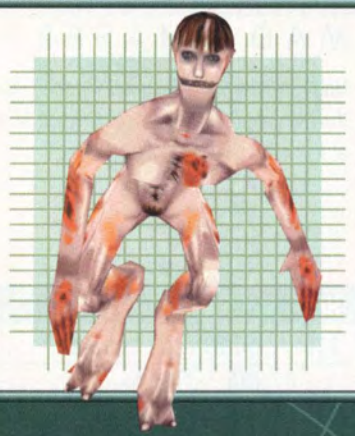
Found mostly in the Shelter, these advanced Brutes inflict POISON status with a mist sprayed from their mouths. You can kill them using the same methods as Brutes, though not as easily.



HP	EXP	BP	MP	ATK	STR	WK
450	204	152	6	Stretch Slap, POISON Spray	None	Fire

ODD STRANGER

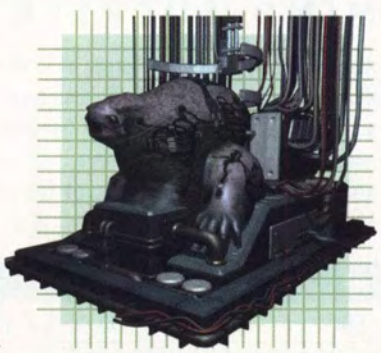
Another variety of Stranger, these are no different than Grin Strangers, they are just very different-looking. They will not often attack in groups, allowing you to take them on one at a time in any area. The others watch and hiss as you kill one of their brethren, before moving in.



HP	EXP	BP	MP	ATK	STR	WK
180	34	34	3	Chew	None	Back Attack

PROTO GENERATOR [BOSS]

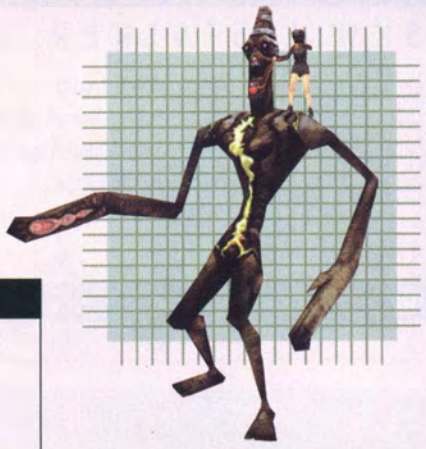
The other half of the ANMC power generator for Neo Ark. Also defended by Watcher units placed in its chamber. For greater details and tactics, please see the appropriate section of the **[walkthrough]**.



HP	EXP	BP	MP	ATK	STR	WK
500	200	100	100	None	None	None

PUPPET STINGER [BOSS]

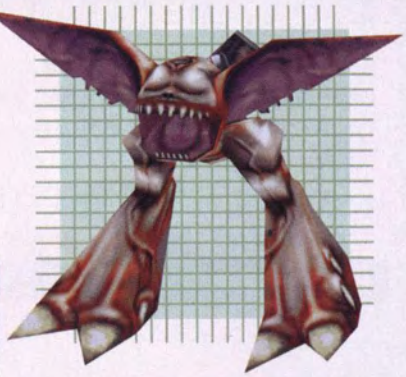
This gigantic version of a Brain Stinger is controlled by Eve. For more details and tactics, see the B6 Shelter section of the **[walkthrough]**.



HP	EXP	BP	MP	ATK	STR	WK
4000	1000	500	100	Single Beam, Double Beam, Trident Beam, Pyrokinesis Lv.3, Inferno Lv.1	Antibody	None

SCAVENGER

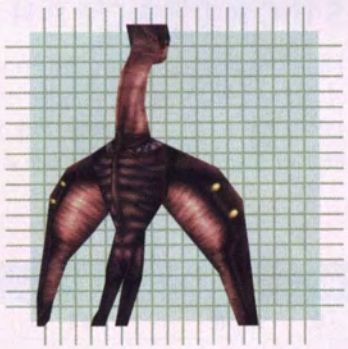
Traveling in large packs at night, these ANMCs look like small rabbits with big teeth. They are generally concerned with property damage and wreaking havoc, showing a general disinterest in people until provoked. When entering an area infested with them, Scavengers will be preoccupied with breaking things, or they will be hibernating in close clusters. This is the best time to take them out, with a shotgun or Combustion Level 2 or better. Also, quickly shoot a Scavenger as it performs a Moonsault Kick to kill it more quickly.



HP	EXP	BP	MP	ATK	STR	WK
85	10	62	2	Bite Clamp, Moonsault Kick	None	Kick

SEA DIVER [BOSS]

This is an optional Boss that can be confronted on the Island in Neo Ark. See the appropriate section of the **[walkthrough]** for complete details and tactics.



HP	EXP	BP	MP	ATK	STR	WK
2000	400	1000	15	Lightning	None	Fire

SKULL STALKER

Malformed versions of Stalkers, these creatures are helpless to attack. They serve only as landmines of sorts, detonating when prey steps too close or when shot. Be careful; they appear and disappear like other Stalkers, hoping you'll move too close before spotting them. They can be destroyed with one bullet, and can be used to damage other NMCs in range.



HP	EXP	BP	MP	ATK	STR	WK
1	2	32	1	None	None	None

SLOUCH

Malformed versions of Brutes, these creatures generally lay in inconvenient spots and wait for prey to come in close range. They slash with their one sharp limb, or spit acid at the victim. Since they are weak versus electricity, use Necrosis or the M4A1 Hammer to kill them most efficiently. You can kill them with ammunition, but not as easily.



HP	EXP	BP	MP	ATK	STR	WK
120	12	36	1	Slash, Spit	Gunfire	Wind, Electric

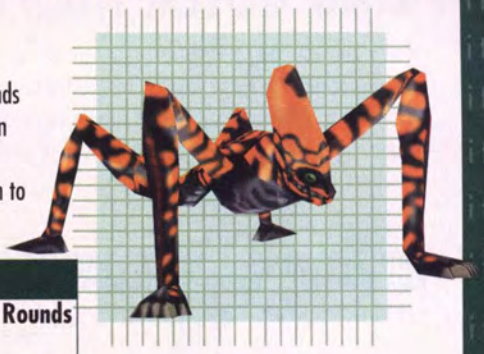
SUCKLERCEPH

Twisted and deformed Sucklers, these three-headed, no-bodied slugs are the fastest and most dangerous of the breed. Without a body, they can roll more quickly across the floor. When they reach Aya, they explode and inflict heavy damage. They cannot be stunned, so avoid the use of Wind PE or the M4A1 Hammer. Use Pyrokinesis or Inferno to wipe out a room full of these creatures.



HP	EXP	BP	MP	ATK	STR	WK
70	6	12	3	Explosion	None	None

ZEBRA STALKER



These creatures are the more frequent variety of the Stalkers. Although not as strong as their Boss brethren, they appear in groups of 2-3. While they don't show particular weakness to fire, Firefly Rounds or R.Slugs fired from a Shotgun put these down in short order. When Zebra Stalkers disappear, they can be targeted for a few seconds. Pound them with gunfire to keep them visible. Burst or area attacks do much better than single-shot. If you lose them, run behind where you last saw them, and wait for them to reappear. Use Plasma to knock them away.

HP	EXP	BP	MP	ATK	STR	WK
180	106	36	5	Scythe Slash, Bite	None	Firefly Rounds

GOLEM SOLDIERS

Deep within the Mojave Desert Shelter, an entire army of cyborg troopers lie waiting. Once activated, the GOLEMS spread out across the Shelter and police all areas, destroying all forms of life. When you begin to find dying ANMCs, you know that GOLEMS are at work nearby. Using high-tech weaponry and motion-sensitive Watcher devices, the GOLEMS present intense opposition to Aya's infiltration of the Shelter. Fighting each one is like taking on a Boss! All GOLEMS require usage of the fastest and most powerful weapons: the MM1, the M249, or the AS12. If by some luck you can purchase the Gunblade in Replay Mode, then you can face and defeat GOLEMS easily.

BISHOP GOLEM



How do you kill an enemy that you cannot see? By shocking them to the core, that's how! You must have either the M4A1 with the Hammer attachment, or the AS12 with plenty of R.Slugs. Using the M4A1; the Bishop will initially grab Aya from behind, then remain visible a moment long enough that you can turn and shock it with the Hammer. As it staggers, shoot it until it disappears again. Cast Metabolism or take a Penicillin to prevent further PARALYSIS, then run to a corner of the room and place Aya's back against the wall. That way the Bishop must materialize in front of you and try the less-dangerous Front Choke. The Bishop then performs a trick where it casts a mirror-image of itself, hoping to draw your fire. Shoot this with only a shot or burst to make it disappear, then be ready for the actual Bishop to appear and attack. Keep at it until one of you dies! When you've got it on the ground, blast it again to finish it off.

HP	EXP	BP	MP	ATK	STR	WK
800	400	2500	7	Stranglehold, PARALYSIS, Slash, Triple Slash, Front Choke	None	Back Attack

KING GOLEM NO.9 DESERT OPTION [BOSS]



This is No.9 as he appears during the rematch at Dryfield, decked out for desert conditions and finally showing his true face. For Boss tactics to defeat him, read the *Dryfield, Day* section of the **[walkthrough]**. Be prepared for him to be much more aggressive in Replay Mode, and use the Gunblade if you can to end this confrontation in a single swipe!

HP	EXP	BP	MP	ATK	STR	WK
1100	800	300	50	Stranglehold, Slash, Stab, Gunblade, Rip	None	Wind

KING GOLEM NO.9 NIGHT OPTION [BOSS]



This GOLEM is the first encountered, and the only one who will speak. Refer to the Akropolis Tower section in the **[walkthrough]** for details and tactics to beat this very tricky Boss. Be prepared for him to be *even trickier* in Replay Modes.

HP	EXP	BP	MP	ATK	STR	WK
1600	500	800	30	CS Grenade, Slash, Fire Slash, Fire Rip	None	Wind, Electricity

KNIGHT GOLEM



Just slightly less durable than Bishop GOLEMS, Knight GOLEMS appear and disappear more quickly. After the first unavoidable assault, cast Metabolism and position Aya so that her back is in a corner or against a wall. This way, the Knight GOLEM must materialize in front of Aya. Try using Inferno, Apobiosis, or Life Drain PE Abilities to flush him out and stun him. Then use the AS12 loaded with R.Slugs or the M4A1 with the Hammer attachment to put him on the ground in the same fashion as a Bishop. Knights also cast a mirage image to trick you into emptying your gun into it. Fire one shot or burst at the mirage, then be prepared for the true Knight to appear and slash Aya. Remember to blast him one more time once he's on the ground to stop his clock for good.

HP	EXP	BP	MP	ATK	STR	WK
600	300	1000	6	Stranglehold, PARALYSIS, Slash, Front Choke	None	None

PAWN GOLEM



**When Pawn GOLEM is equipped with Grenade Launcher arm.*
***When Pawn GOLEM is equipped with Laser Sword arm.*

Definitely the easiest of the GOLEM Soldiers to contend with, this one must still be approached cautiously and might yet give you some problems. They rarely attack alone and are often found in the company of Rook GOLEMS. A Pawn equipped with the Laser Sword arm isn't much problem. As it slides up to Aya, run around it and execute a back attack. Then cast Apobiosis, Plasma Level 3, or use the M4A1 Hammer to stun it, and shoot it some more. Keep shooting him on the ground until he short-circuits. A Pawn equipped with the Grenade Launcher will "cock" his arm. At this sound, you should run in a circular path and try to get behind him. He will fire a string of PARALYSING gas grenades, following you with his aim as you move. If you keep moving to his side, it's no problem. Get behind him as he's reloading and blast him in the back with R.Slugs, or taser him with the Hammer. Watch out, because he can swiftly whip around and punch you. Keep blasting with your strongest ammo.

HP	EXP	BP	MP	ATK	STR	WK
425	125	100	5	Stun Grenades*, PARALYSIS*, Punch*, Stab**, Slash**	None	Back Attack

ROOK GOLEM



**When Rook GOLEM is equipped with Grenade Launcher Arm.*
***When Rook GOLEM is equipped with Laser Sword Arm.*

This intimidating GOLEM is heavily armored. When the Rook is equipped with a Grenade Launcher, it targets Aya with a laser beam. This is your cue to run circles around the Rook, and keep running. It may fire two separate volleys, so be prepared to strike back whether it does or doesn't. Back attacks work okay, but the ultimate opportunity to attack is after it has charged up its Jamming attack. As it charges up, the Rook is invulnerable. Still, shoot the Rook with grenades or buckshot. Your gunfire may negate the Jamming attack and cause a small explosion, stunning the Rook momentarily. *This is the only way to stun a Rook*—it is invulnerable to Wind PE attacks or the Hammer! Now pelt it with R.Slugs or Grenades; don't fool around too much with bullets. It will fall to the ground when it still has around 150 HP left. Remember that mercy is for the weak, not a MIST Hunter.

HP	EXP	BP	MP	ATK	STR	WK
482	250	400	8	CS Grenades* PARALYSIS*, Punch*, Stab**, Slash**, SILENCE	None	Post Jamming

MACHINERY

There are a few motion-detecting trap devices in the Shelter that Aya must defend against. These machines can be lethal or disabling, so handle them with the same caution and prowess you would an NMC. Also, GOLEMs will set up Watcher devices to use in conjunction with their own attacks, making your battles with them twice as dangerous.

DERANGEMENT SPEAKER



Found at several locations near Neo Ark, these machinery generate a mitochondrion-charged atmosphere for ANMCs to thrive in. If not destroyed quickly, they will drain Aya's MP. There are several of these speakers in and outside the chamber of the Puppet Stinger boss.

HP	EXP	BP	MP	ATK	STR	WK
200	150	0	0	Mind Derange	None	None

WATCHER



Watchers are motion-detection security devices mounted around doors and corridors in the Shelter. They are often set by the Shelter's cyborg police unit, the GOLEMs. Watchers are armed in two general ways; machine gun and laser. There are a variety of colors and strengths of Lasers, which inflict a variety of status abnormalities. The best way to defeat Watchers is to target them from afar, with a long-range weapon such as the M4A1. Watchers are usually set in clusters on a wall. Thus, once you step into their range, you'll be targeted by many Watchers at once. Try hard not to get caught in a crossfire, and keep moving. Watchers are best destroyed with shotguns or grenades. They are generally set too high to be destroyed by PE Abilities.

HP	EXP	BP	MP	ATK	STR	WK
70	15	0	0,	Laser Machine Gun, PARALYSIS, CONFUSION, BERSERKER, SILENCE	None	None



Take note; you can use the ARKCAM system in the B1 Shelter Pod Service Gantry to deactivate all the Watchers!

[shooting gallery]



Aya begins her day in the MIST firing practice range. Pierce Carradine is her partner and supervisor on the range. Take some time to practice, and then when you're ready you can begin the adventure.

Leaving the firing range early is not advisable for your first game. By taking part in the challenges of the firing range, Pierce will teach you how to move Aya and how to fight. You can develop your skills by practicing in all five levels of the programs on the range.

There's also a bonus to mastering all the levels; however, in order to do so, it's probably best to do this in Replay Mode with the M4A1 Rifle: If you reach certain scores, you are awarded Bounty Points. If you reach a good score, Jodie Bouquet gives you a bonus item in the Firearms Cage. To accomplish this task, you must attempt Levels 1-5 and score enough points to earn at least 200 BP. If you don't achieve the desired score to earn at least 100 BP, then you can continue trying until you are able to get your desired number of BP. But, once you obtain a high enough score to earn BP, you cannot play through that same level to earn more BP.

LEVEL 1



This program requires you to shoot at targets as they pop up. Throughout the first half of the program, Pierce instructs you on basic control functions. All the targets are yellow, which means it takes only one shot to topple them.

BONUSES

Score	Bonus	Item
8,000	100 BP	N/A
9,000	200 BP	50 9mm Hydra Rounds
10,000+	300 BP	50 9mm Hydra Rounds

LEVEL 2



Targets move on this level. There are a variety of colored targets this time, each with a specific score value. You can take out yellow targets with one burst, while the red targets take two bursts. You can take down orange targets with a burst and a shot from the M93R. Just fire a burst, and then slide your finger down to the R2 button to fire a single shot.

You should also wait for targets to crisscross paths. In a few instances, you can damage or destroy two targets with a single burst. When targets begin advancing from the back, wait for them to come forward of the barrier before firing.

BONUSES

Score	Bonus	Item
16,000	100 BP	N/A
16,800	200 BP	Ringer Solution
17,400+	300 BP	Ringer Solution

LEVEL 3



Aya must enter the range for this program. The targets now represent certain monsters from the original *Parasite Eve* game. Use the GPS to determine if targets appear out of camera angle or behind the firewall. As targets move and circle around Aya, they also spin. If you shoot at a target that's not facing Aya, you'll miss it even if it's only a foot away.



Press the Square button after destroying each target to automatically target the next closest bullseye, whether in front or behind. *Watch out for the blue targets*—they represent humans, and shooting one of these results in a 3000 point penalty.

BONUSES		
Score	Bonus	Item
39,000	100 BP	N/A
46,000	200 BP	Hunter Goggles
50,000+	300 BP	Hunter Goggles

LEVEL 4



Pierce teaches Aya how to use her Parasite Energy powers in Level 4. You must learn to combine abilities such as Pyrokinesis, Combustion, and Energy Shot with gunfire to topple targets. You also receive a couple of MP Boosts so that you can keep casting.



Note that there are far more targets than you have casting ability, so it's best to fire at targets until you see a group and then use Combustion to destroy multiple targets. As time wanes, cast Energy Shot and fire single bullets at everything. The target variety is the same as Level 3, and those bothersome blue targets are still mulling about.

BONUSES		
Score	Bonus	Item
52,000	100 BP	N/A
56,000	200 BP	N/A
60,000+	300 BP	Lipstick

LEVEL 5



The final and most difficult level is the same setup as Level 4, except Aya receives massive shocks from the ceiling if targets remain on the range too long. The lightning in this room will hit you *no matter* how much you dodge and sway. Keep a target on the screen for too long, and it will shock you.

BONUSES		
Score	Bonus	Item
50,000	100 BP	N/A
53,000	200 BP	N/A
55,000+	300 BP	Shoulder Holster

[m.i.s.t.center]



When you're finished at the Shooting Gallery (or if you're eager to begin the quest), tell Pierce that you're finished and exit the range. Read all of the bulletin boards in the locker room and the control room to learn about the events that occurred during and after *Parasite Eve*. Talk to Pierce to find out what's going on right now in downtown LA. Exit through the door behind him, and enter the Firearms Control Room halfway down the hall.

FIREARMS CONTROL



Jodie Bouquet is her usual cheerful, sardonic self. At this stage of the game, she asks you if you want to pick up any bonus items you received through your prowess on the range. She can hold them for you until later if you want, and will ask if you want your item every time you go to her. Then she gives you some options: she will show you her available item list or she will explain BP.



Pick up any bonus items you won on the range, or maybe buy an MP Boost or some Penicillin. Don't stock up too much, because you'll find a large number of items during the adventure. Also, it's easier to gain BP and items in the field by hunting real NMCs. You'll be better prepared to purchase weapons, armor, and other items when you return from your excursions. Jodie's list remains the same in LA.

WEAPONS

Name	Cost
PA3 (shotgun)	1000 BP
M4A1 Rifle	2450 BP

AMMUNITION

Name	Quantity	Cost
Buckshot	10 qty	60 BP
5.56mm Rifle	80 qty	100 BP
Batteries/Fuel	N/A	(Reloaded for free)

ARMOR

Name	Cost
Turtle Vest	1680 BP
Combat Armor	3250 BP

ITEMS

Name	Cost
Recovery1	100 BP
MP Boost1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

MIST PARKING



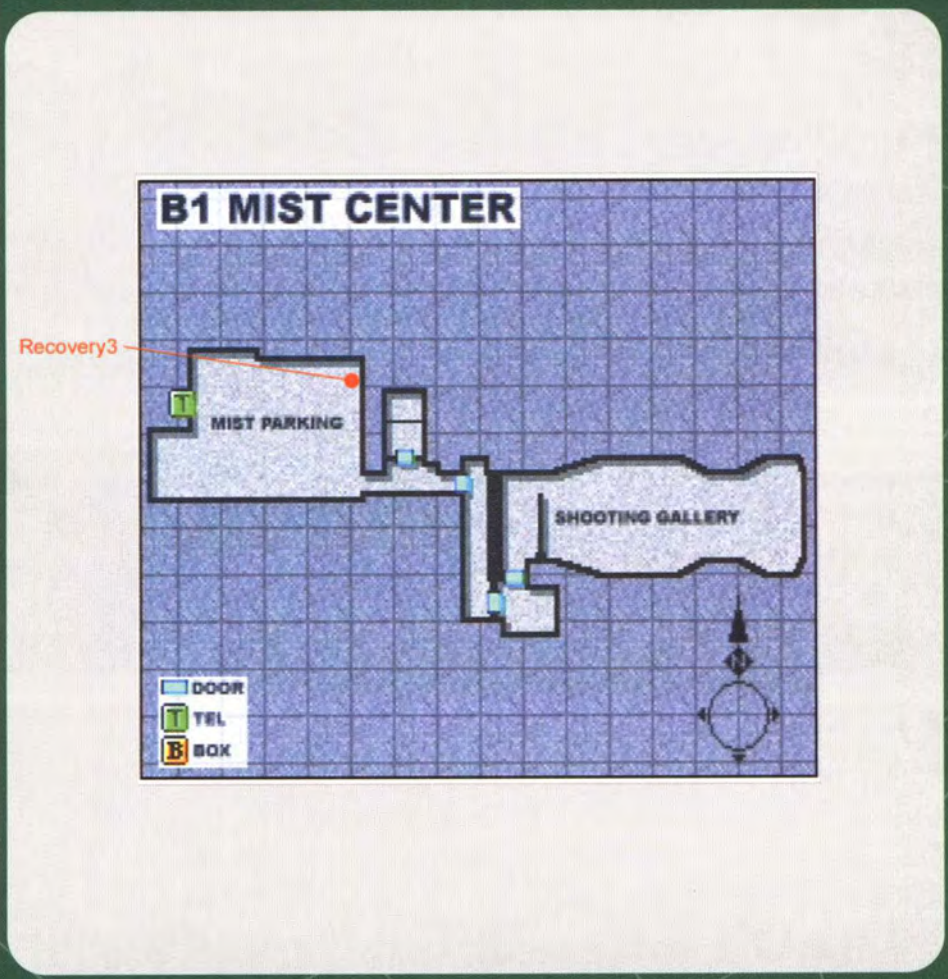
Pierce is waiting for Aya in the Garage. If you want to visit Jodie again, tell him you're "Not Ready," and if you want some more time on the range, tell him "Need Practice."

Before you leave, you should grab the **Recovery3** from the shelf in the corner behind Pierce's SUV. There's also a **Phone** on the far side of the Garage if you want to save your game now. Agent Baldwin will give you some pointers about the Akropolis, then you should be ready to go. When you're ready to go to the Akropolis Tower, Pierce opens the gate.





MIST CENTER MAPS



[akropolis tower]

ITEMS: MP5A5, Grenade Pistol, Tactical Vest

KEY ITEMS: Parthenon Key, Mendel (Sept. issue), Metallic Implant, Blue Key, Red Key, Black Card

ENEMIES: Greater Stranger, Grin Stranger, Lesser Stranger, Odd Stranger, Brute, Bat, Rat, Moth, Bass, Caterpillar, No.9

INVESTIGATE THE SCENE



The chaos downtown unfolds all around Aya. You must march her to the entrance of the tower. After speaking to the policeman at the door, Aya will take the elevator up to the top floors.

Go through the double doors into the Square, where Aya expresses shock at the carnage she discovers. Run across the area until you hear the payphone ring and see a small monster run off. Pick up the phone and speak to Baldwin, and then save your game. Go through the double-doors beside the phone.







Halfway into the room, you'll come across a twitchy SWAT member. After the coward gives our heroine the **Cafeteria Key**, exit back out to the Square.

RESCUE THE SURVIVOR

There are a few things you must pick up now. The **Tower Map** is located directly behind the central fountain. Aya enters this information into her GPS (Global Positioning System). Press the Select button to view the GPS map. Look at it for a moment and you'll see a red dot in the darkened area. This indicates your objective, the Cafeteria. Run west across the Square toward the steps heading to the mid-level. When you see a sign that's reflected in the tall windows that reads "Magnum," search the dead SWAT body underneath it for a **Recovery1,** and then go down the stairs.







There's an **Ammunition Box** on the bench on the mid-level. You can refill your ammo with 9mm P.B. rounds each time you pass here. Search the dead body hanging over the rail directly across from the Ammo Box to discover a **Recovery2**. Now descend the west steps to the Patio area.

You'll then witness a Grin Stranger attacking a SWAT team member. Run over and attack the beast, and then talk to the SWAT member. Take his warning to heart.

Approach the Parthenon Café with caution. Upon checking the window to the left of the door, you'll see the young lady you're trying to rescue. Use the key and go inside, and speak to the lady for an interesting exchange.







BOSS FIGHT: GREATER STRANGER

HP: 350 **EXP: 300** **BP: 200** **MP: 30**

ITEMS: Recovery2

ATTACKS: Bites, chews

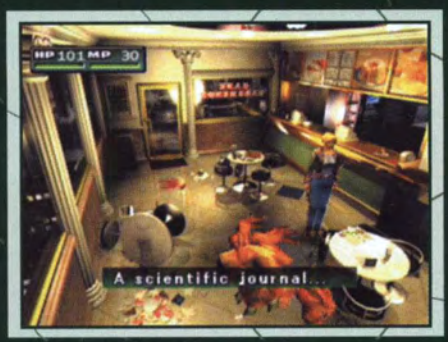




This creature can kill Aya, but only if you stand in one place for too long. There are four tables in the room, so run Aya around to the outside of one. When situated across a table from the Greater Stranger properly, you can blast the thing to bits while it tries to walk through the table.

CALL FOR BACKUP

After the fight, search the table where the girl was sitting and take her copy of **Mendel (Sept. issue)**. Access your Key Item menu and read it to get some background on Aya, the first game, and what exactly is mutating people into monsters. Then check the NMC body to find a strange **Metallic Implant**. Rupert finds you at the Café, and sends you to call for assistance from MIST.





When Aya exits the Café, two Lesser Strangers attack. After disposing of them, run up the steps to the Square and call in on the Payphone. Unfortunately, Baldwin can't send backup, so it's just you and Rupert.







[hot zone alert]



After completing many objectives, areas previously cleared will become infested with enemies once again. These "Hot Zones" of NMC activity are indicated on the map by red zones. After the unsuccessful request for assistance from MIST, the areas outside and inside the Parthenon are active again.

FIND RUPERT

Return to the Café, where you'll find that Rupert has gone off on his own. An Odd Stranger enemy is lurking behind the counter, but it's an easily kill from the side you're on. Go through the door in the southeast corner of the Café.



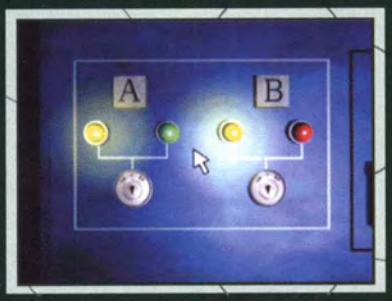
Go in the first door to access the kitchen. Search the dead SWAT guy for a **Recovery1**, and then look in the half-open fridge for a **Stim**. Return to the back hall and continue until you see a yellow box on the wall marked "Key Box." Search it to find the **Blue Key**. Go in the door to the left.





The security room in the back of the Café holds a lot of secrets and answers. Go to the shining green beacon on the machine panels to the right, where you'll find a two-keyhole panel. Examine the keyhole on the left, and then use the Blue Key in it. This opens an escalator door in the Forked Road area.







Now go to the back of the security room and search the control panel. The monitor for all the security cameras is here, which you can use to view various parts of the tower. Use the "+" button to raise the brightness to an acceptable level, and use the buttons at the bottom to switch surveillance cameras.

Tower Security Cameras

Button 1: Current camera, west Elevator Hall.

Button 2: East Elevator Hall, SWAT officer gone.

Button 3: Rupert, crossing another area.

Button 4: SWAT officer doing something under a statue.

Button 5: View of catwalk around Heliport.

Button 6: View of Observatory.



There's a piece of sheet music on the west wall of the security room tacked to a corkboard, marked "bridge," along with a picture of a bridge. Gee, what do you know, there's a dark area marked Bridge on the map. Get the hint yet? If you can't figure out what the music notes mean, the solution appears later when you need it.

Leave the security office and exit through the back door into the Fountain area. Search the trashcan by the door to find an **MP Boost2**. There's a bloodstain on the front of the fountain, plus there's something in the water but you can't determine what it is just yet.





Find the one tree in the area with red leaves, and search it a two times to uncover the hidden path beside it. In a small alcove, you'll find a SWAT ammo box containing a **Protein Capsule**. You should use this when you're extremely low on HP; it also brings you to full HP and adds 5 to your maximum HP level.

Run through the east gate to the Forked Road area, where you'll stumble across a Grin Stranger feasting on a poor dead SWAT guy. Search the body *twice* to find some **Penicillin**. Then use the escalator you unlocked earlier.



The Observatory is crawling with enemies, but you can safely stay behind the escalator rail and kill the NMCs easily. Search the dead SWAT member on the bench and take his **Tactical Vest**. Equip the vest, because it's one of the best armors in the game, and you need it to finish this mission.



Shoot from behind the safety of the rail.



Important! Search this body.

Go down the other escalator to the Promenade, where you encounter two Brutes. Shoot one of them from a distance to lure it over to the escalator, and then kill it. Then run down and waste the other. You'll then hear some shots from inside the Sanctuary. Before entering, search the SWAT corpse in the very bottom south corner to get a great weapon: the **MP5A5** submachine gun. This is a pretty awesome item, but quickly eats up ammo.

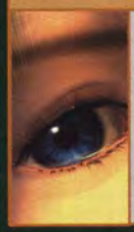


Engage the Brutes from a distance.



Important! Search this body.

It turns out Rupert's inside the Sanctuary getting attacked by some freak in a gas mask. When you're finished checking your buddy for injuries, pick up the **Red Key** in the aisle.



Podium Note

For a richer experience, check the book on the podium for some strange facts and quotes about parasites and mitochondria.











[hot zone alert]

Check your map at this point to see that NMCs have re-inhabited many areas of the Tower, indicated by red zones. You should investigate the north door of the Sanctuary first, though...

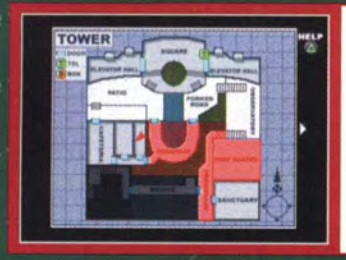


At the north door inside the Sanctuary, Aya hears some strange noises and decides to investigate the Roof Garden. After overhearing an operative with foul intentions, go behind the statue to see that he's planted a bomb! The door he used to exit is locked, but check it *two times* to find something he dropped: the mysterious **Black Card**.

APPREHEND THE SUSPECT

Your job now is to destroy all the NMCs and capture the suspect who assaulted Rupert. To use the Red Key, backtrack to the security room in back of the Café. You can use the Red Key on the control panel, which drains the Fountain.





[hot zone alert]

After using the Red Key, enemies will make your return trip to the Bridge area difficult. This Alert includes the Fountain area, which is not marked in the Hot Zone Map. Also, some enemies will ambush Aya in the Forked Road and Observatory areas. Stay on your toes!



Important! Kill these enemies for Grenades.



Important! Search this body.

When you step back into the Fountain area, two Brutes are hanging out by the pool. You *must kill them* to get **4 Grenade Rounds**. Check the bloodstained area on the empty fountain to find a dead SWAT body holding a **Grenade Launcher**. It looks like it's time to take out the trash. (Or at least to blow up some stuff!)

Return to the area marked Bridge, where you'll find a bridge submerged in water. Forget trying to cross it right now, because the Bass will eat you alive, and it's impossible to target them in the water. There's a code panel by the entrance that raises the bridge. If only you knew the code…





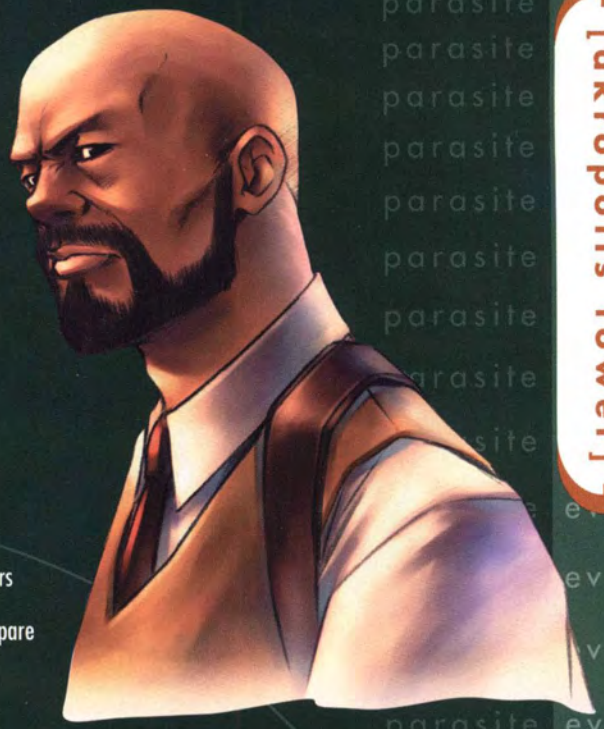
PUZZLE SOLUTION: AKROPOLIS TOWER BRIDGE

*Remember that sheet music on the wall in the security room? The top measure shows three notes, all with different number values. The bottom measure gives the code to the bridge, but the top measure is the key to decoding it. If the notes at the top represent line 1, space 2, and line 3, then the bottom notes must represent line 5, space 6, and line 1. Try the code "**561**" on the keypad to raise the bridge.*





You must kill all the Bass flopping around on the bridge. You can also step on them if the bridge is raised. Some frightful noises from behind the door should make you a bit wary of entering, but you must detain that suspect!



Finish off the dying NMC inside the corridor, and take the stairs up to find an **Emergency Phone**. The stairs beyond lead up to the Fire Escape. Once you go up those stairs, you will fight a very tricky Boss battle. Prepare for the battle first down here, and save your game using the phone.





BOSS PREPARATION

Your suspect isn't going to come along quietly just because you flash a badge and a pretty smile. You must equip the MP5A5 and the Tactical Vest if you haven't done so already. You don't need the GPS, so exchange it for other attachments. Attach the Grenade Launcher and the Grenades to finish off the Boss. Also, attach a couple of Recovery items and one or two Penicillin. Then use the phone to save your game and head upstairs.

BOSS FIGHT: NO.9 (NIGHT OPTION)



HP:1600 EXP: 500 BP: 800 MP: 30

ITEMS: N/A

ATTACKS: CS Grenade, Slash, Fire Slash, and Fire Rip



As you run all the way around the fire escape to the other side of the roof, you'll notice several electric cables illuminated by spotlights. At the very end, the lift has been raised up to the second floor and won't come down. Nearby are another cable and a junction box. As you run back to the entrance, the freak that attacked Rupert will leap down into your path. After some very witty banter, the mysterious No.9 is ready to cut Aya in half with a flaming sword.



Turn and run back to the first electric cable. You must target the cable, and then cut it with a bullet when No.9 is directly beside it. This shocks the Boss for around 200 HP. But you must be the mouse baiting the cat.



No.9's strategy is to stand back at the corner and fire a paralysis grenade. While you're choking on the fumes, he attempts to run up and slice you in half with his flame sword. If the grenade does hit you, you must take Penicillin or prepare to die. You can avoid the grenades altogether because they fly through the air in a high arc. Wait until No. 9 fires one, and then run forward a few steps so that it soars overhead.

When No.9 runs in front of an electric cable, target the cable and fire. However, don't get any closer than three steps away from the cable, or you'll get shocked. As the Boss writhes in electric agony, hit him with about 10 rounds from the MP5A5 and then turn and run to the next cable. Once there, repeat the entire bait and shock process.

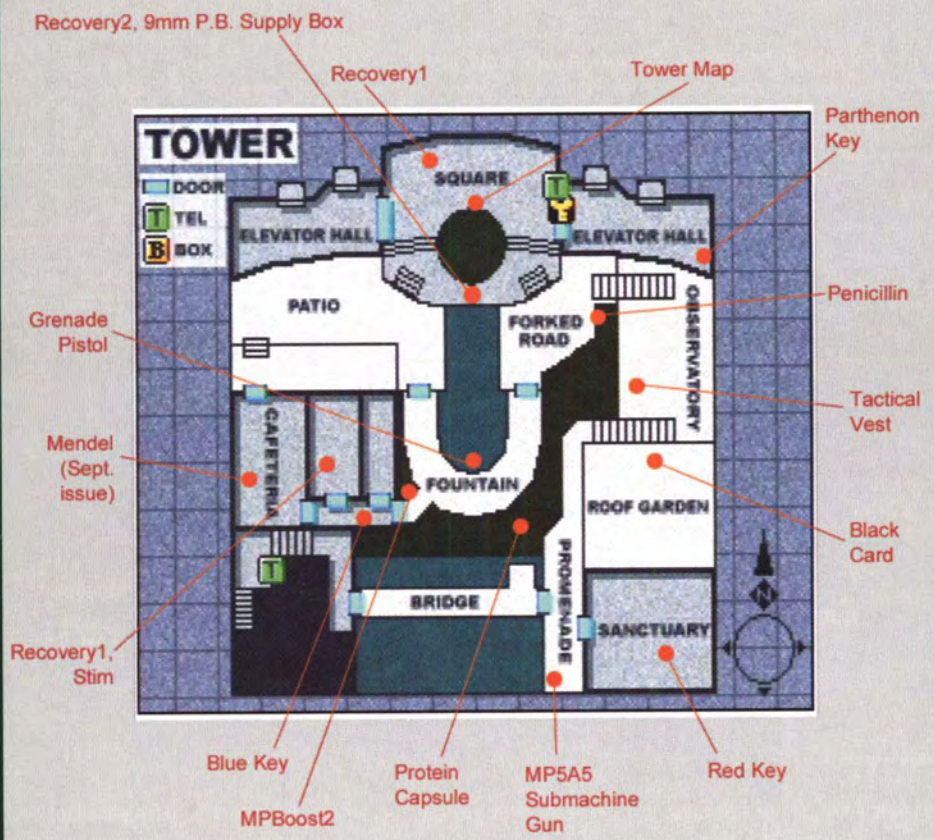


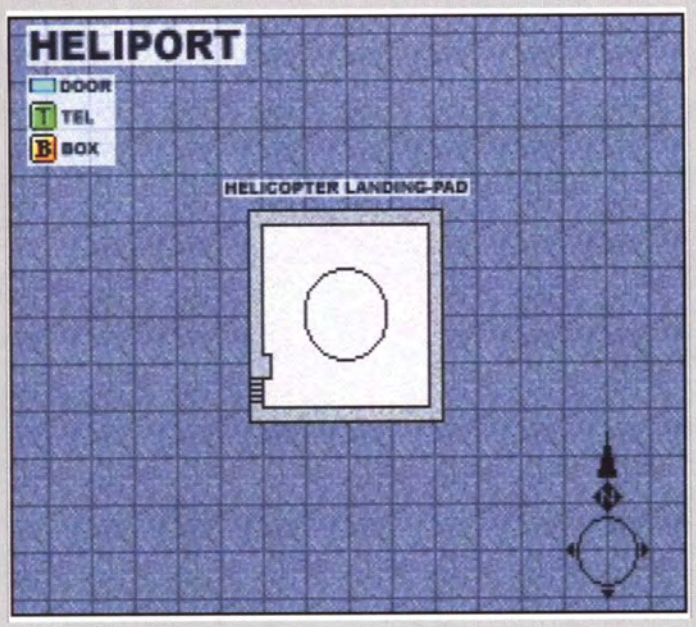
When you reach the dead end, take note that both the cable and the junction box are targets. Prepare to dodge another paralysis grenade. Then when No.9 runs in for the kill, shoot the cable to cause another 200 HP damage. Then destroy the junction box to inflict close to 400 HP damage.



And now for the intense final move! Open the Combat Menu, equip and load the Grenade Pistol, then hit the Boss with as many 40mm rounds as it takes to prevent him from using that flame sword. When the assailant runs away with his tail between his legs, use the lift to follow him up to the roof for the explosive finale.

AKROPOLIS TOWER MAPS





[m.i.s.t.center]

ITEMS: Assault Suit, Ringer Solution, Protein Capsule, Belt Pouch

KEY ITEMS: MIST Search Warrant, NMC Photo, Manual, Dryfield Map

ENEMIES: None



Back at headquarters in the early morning hours, Aya and Rupert get into a terse conversation with Agent Baldwin. "Hal" assigns Aya to investigate NMC sightings in the middle of the Mojave Desert, while all the action seems to be in LA.



Baldwin gives Aya four files: a **MIST Search Warrant**, a **NMC Photo**, a **Manual,** and the **Dryfield Map**. You must open them all, and then press the Circle button to continue. If not, Baldwin gets mad and *forces* you to read them.

While in the MIST Parking Lot, Aya learns of new developments from Pierce. Also, you can grab another **Recovery3** from the medical kits behind the parked SUV.

AYA'S AMAZING TECHNICOLOR CARRYALL TRUNK



The trunk of Aya's car now functions as an item storage box. You will notice a wide array of useful things. You can store your extra weapons and goodies here for the trip. When you close the trunk, Pierce explains that the SWAT weapons were exchanged for the goodies. If you found and kept the Tactical Vest, the MP5A5 and the Grenade Pistol, then you will find replacements in your trunk: a **Ringer Solution**, a **Protein Capsule,** and a **Belt Pouch**, respectively. Also, any leftover ammunition or Grenades will be in there as well.

Aya's Trunk Contents

- Recovery2 (x2)
- Recovery3 (x1)
- MP Boost1 (x1)
- MP Boost2 (x1)

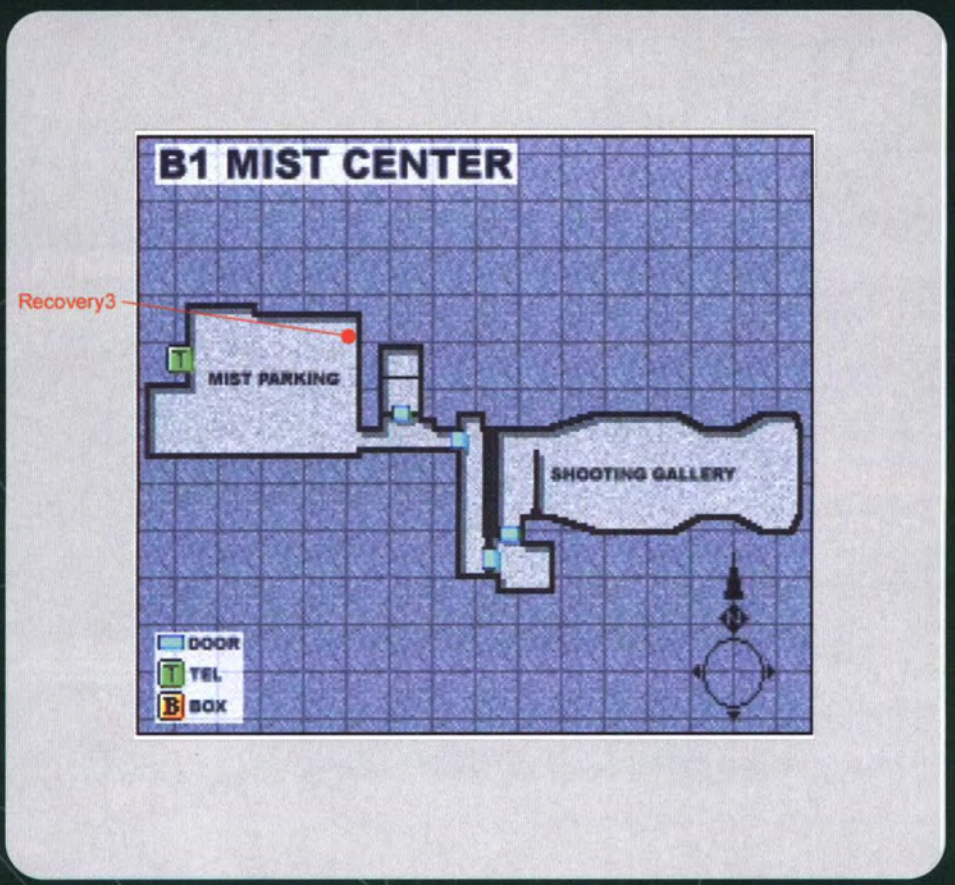
TO HUNT OR TO SHOP, THAT IS THE QUESTION

Aya now has new armor: the Assault Suit. While this holds a lot of attachments and the protection against POISON is nice, it's not the best choice for the situation you're about to encounter. You should definitely visit Jodie and get some better gear.

If you cleared the Akropolis of all NMCs, responded to every Hot Zone on the Map, and retained your BP gained in the Shooting Gallery at the start, you can now purchase a weapon/armor combo from Jodie in the gun cage. Trade BP for the **Turtle Vest** and **M4A1** combo, or you might just have enough for the **PA3** and **Combat Armor** together. I recommend the latter combo, since you're more apt to find Buckshot ammo in the desert town. Either way, you should try to buy one armor and one weapon. Don't forget that you must purchase ammo as well!

You can get some more practice at the Shooting Gallery if you want, but after a while Baldwin orders you to begin your mission. You can test any new weapons you bought.

MIST CENTER MAPS



[dryfield, day]

ITEMS: None

KEY ITEMS: Motel No.6 Key, Saloon Key, Bottlecap Magnet, Factory Key, Wire Rope, Monkey Wrench

ENEMIES: Desert Chaser, Grin Stranger, Lesser Stranger, Odd Stranger, Bat, Scorpion, Bone Suckler, Brain Suckler, Gray Stalker, Blood Suckler, Moth, No.9



Welcome to Area 272, the most godforsaken part of the Mojave Desert. Luckily, Aya parked right next to an **Ammunition Box** from which you can draw countless 9mm P.B. Rounds. Get into the trunk and take the M93R and a couple of Recovery items with you.



There's a General Store next to the Gas Station, but the door is locked. If Aya tries to peek through the grimy display window, she gets a paranoid sensation. Better use the Payphone to let Baldwin and Pierce know you've arrived.

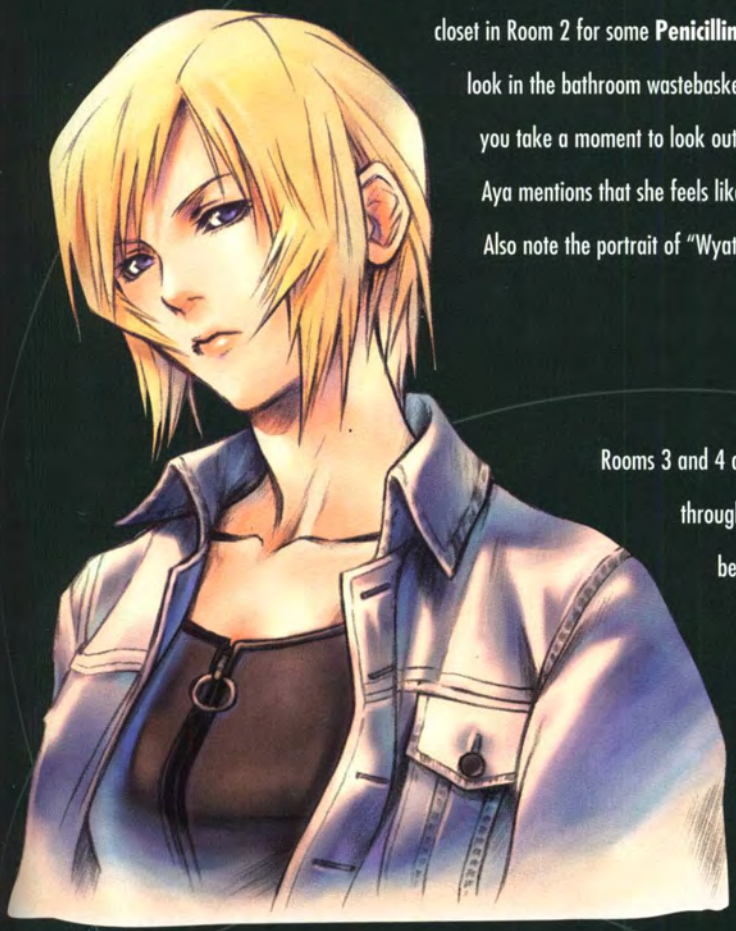
SEARCH FOR LOCALS

On the phone, Baldwin spells out your first objective. Head through the gates into the area called Main Street, where a Desert Chaser will pounce on you. Use the tactics in the **[bounty roster]** chapter to kill this beast.



Now you can investigate the Motel rooms. Room 1 has nothing of interest but a portrait of "Doc Holiday 1851-1929." A family of Odd Strangers occupies Room 2. Search the back closet in Room 2 for some **Penicillin** on the top shelf, and look in the bathroom wastebasket for a **Recovery1**. If you take a moment to look out the bathroom window, Aya mentions that she feels like she's being watched. Also note the portrait of "Wyatt Earp 1848-1929."





Rooms 3 and 4 are locked, so head through the northeast gate beside the ice machine into the alleyway. First, run past the door and the well to the very end of this area, and search by the gate for a **Recovery1**. You can search the well to make a swarm of Bats appear. You must seek them out and kill them to become a successful MIST Hunter.





The door nearby reads "Douglas Scrapyards—Rear Entrance. NO TRESPASSING." But since when have federal agents ever worried about such things? Inside the Factory there's a puzzle to solve involving a couple of shutter gates and a car.

PUZZLE SOLUTION: FACTORY



1. Use the breaker in front of the car; activate the power to the control box.



2. Return to the control box, press "Up" and then "Turn."



3. Use the red light panel to unlock the shutter.



4. Unlock the yellow gate. Return to the control box.



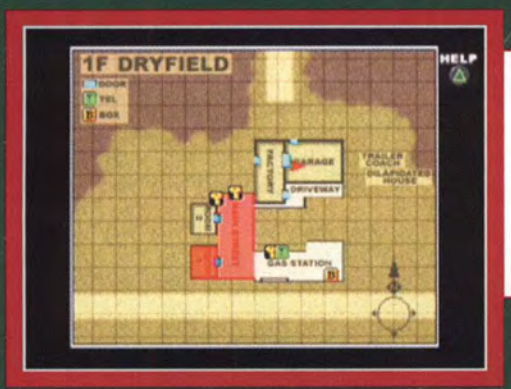
5. Press "Turn" and then "Down."



6. Move through the opened yellow gate, and open the shutter.

You'll find a couple of locals in the Garage: Mr. Gary Douglas and his trusty shotgun. He gives you the **Motel No.6 Key**, and you can't go anywhere but back the way you came. Return to Aya's car first if you want, and phone Baldwin with the good news. Pick up some more ammo and head through the west gates of Main Street.





[hot zone alert]

After meeting Mr. Douglas, a couple of areas register new activity. There are Scorpions on Main Street and Bone Sucklers in Room 1. You need those BP, so exterminate some mutants!



In the Parking Area in front of the Motel Lobby, search the dumpster for **10 Buckshot rounds**. Then go in the green door directly across from the dumpster.

In the Bathroom, Aya finds a young person in pain. After her transformation, kill the Lesser Stranger to get an **MP Boost1**. There are words written in red ink on the wall. You can't miss "Hasta Manana" in big graffiti lettering, but next to the doorway is a note written in faint red ink. You'll find a few of these messages scattered about; they're clues to a Puzzle much later in the game.







[1st hidden message]

"Solve my riddle, before you go.
How many phones in Dryfield's streets?
Then proceed, go down below
To sunless mole hills where red blood sleeps."

Use the stairs in the Parking area to reach the 2nd Floor of the Motel, where you'll find Room 6. There's a **Cabinet** inside close to the door where you can store items. Inside of it, you'll find **2 Stims** and **50 9mm P.B. Rounds**. This is handy storage space if you run out of room in Aya's car trunk, but otherwise it's a stop somewhat off the beaten path, so don't leave too much here.





Aya has a lot to say about the television set and the mirror in the bathroom. A portrait of "Annie Oakley 1860-1926" hangs on the wall. There's a Phone on the desk where Aya can contact MIST and save.

Preparation: For the next trial, make sure you have a Recovery2 and an MP Boost attached to your armor. You can use the M93R or the PA3 shotgun—just make sure you have plenty of backup ammo attached.

After saving your game, go out on the back patio, where Aya will spot a person at the top of a Water Tower. Another local!? You'll have to find out. Use the rope ladder to climb down.







A fence surrounds the Water Tower and the gate to enter is on the east side, but it remains shut. The lever to open the gate is on the north side, and you must run around the gate to reach it. There are two Chasers on the west side trying to dig a burrow under the fence. Shoot through the fence to hit them, and mix in one or two shots of Pyrokinesis to finish the job.

After disposing of the Chasers, run to the end and hit the switch to open the gate. Now run back around and enter the gate before it closes again. You have about fifteen seconds, and two more Chasers will attempt to knock you over. They are positioned out of your view, so watch the GPS meter to dodge them. It doesn't hurt to use Pyrokinesis to knock them down and then run past. Each enemy only charges at you once, and then runs away. They don't stick around to fight, so try to get through the gate on your first try. Otherwise, your chances of surviving this trial become much slimmer.







Once inside the "corral," six Chasers use the burrow to crawl under the fence, two at a time. You should cast Antibody and Energy Shot, if available, to take them out in quick measure. You cannot target them while they're burrowing under the gate, only when they are fully inside.



Use Pyrokinesis to knock them down, and then shoot them when they get up. Stay close to the fences, and keep your eyes on both enemies at once. While shooting at one Chaser, the other will try to charge. If it misses and hits the fence, it will fall and take damage in the process. This is also the case if they headbutt the pole on the right side of the area, so try to position it between you and the Chasers. This provides another opportunity to shoot them while they're down!

After disposing of all the Chasers, the person above will lower a ladder. Climb up and run to the east side of the Water Tower, where you'll meet Kyle Madigan.

Shortly thereafter, Aya will spot Gary Douglas's truck and Trailer Coach. Your next goal is to meet up with Gary again. Pull the lever nearby to permanently open the bottom gate, and then climb up the ladder to find a human corpse. Search the body several times for a **Recovery1** and the **Saloon Key**.











[hot zone alert]

Once Gary has returned, check your GPS to learn that NMCs have moved back into all the areas you cleared. Dryfield is going to be a difficult town to keep safe!

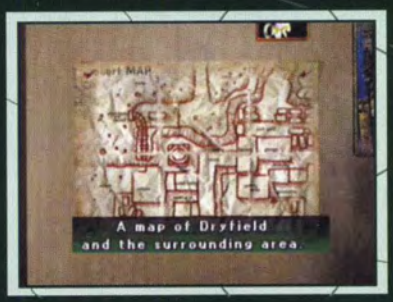
FIND GARY'S TRAILER COACH



To get to Gary's Trailer, you need something from the G&R Saloon. Climb down from the Water Tower, and use the Saloon Key on the south door in the area. In the G&R Kitchen, kill the Brain Sucklers floating near the ceiling. Search the refrigerator in the back for a **Bottlecap Magnet**. Also, search the locker on the right of the screen for a **Recovery1**, then enter through the left door to the G&R Saloon.



Search the wall in the bathroom to obtain the **Dryfield Map**. Take a moment to notice the unvisited areas and the subterranean level. Head to the front door (south), and search the cooler to the left for a **Cola**. This is the kind of item you should save for a Boss fight!







SQUARESOFT Games Advertising

Notice the Einhander pinball machine, which is the name of another great SQUARESOFT video game. (Actually, there is no pinball version.) And you probably noticed the Parasite Eve II poster in the bathroom. I wonder how odd Aya must feel to find a poster of herself in a Dryfield latrine?





Return to the Water Tower area and use the gate in the northeast corner. In this narrow corridor, a Chaser will sneak-attack you, but you can get an **MP Boost1** in the bargain.



Use the panel next to the door to call Gary. He shows you that the **Factory Key** is hanging on a chain behind the vent to the far-left of the door. But how in the world do you get it out of there?

PUZZLE SOLUTION: FACTORY DOOR VENT

Now you can see why we directed you to search the G&R first. Use the Bottlecap Magnet to guide the key to the upper-right corner of the grate, where there's a hole torn in the mesh. For success, use quick taps on the Directional Pad instead of the analog stick. Gradually push it up, almost to the top, and then over to the gap. When you reach the opening, you get the key. Use it to open the Factory door.



Head through the Factory and Garage to the Junk Yard area. A friendly dog leads you to the Trailer Coach in the back. Inside, Gary trades your BP for his fabulous gun collection. But first, have Gary tell you about the Shelter.



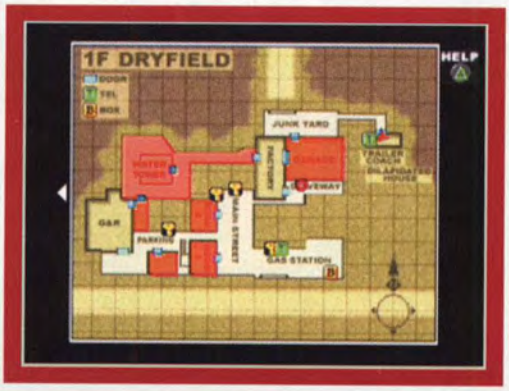


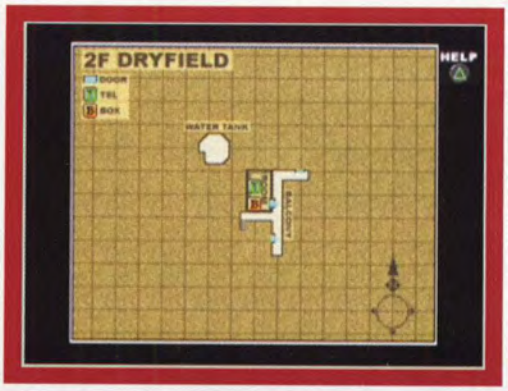
During the conversation, a scream emanates from the Dilapidated House to the south. Gary directs you to use the Sewers to get to the General Store, which you can use to reach the House.

What to Buy: The best bargain in Gary's list is the **Grenade Pistol**. Purchase it and at least 24 Grenades if you have enough BP. (If you've responded to all the Hot Zone Alerts up to now, you should have more than enough.) Store this item in the Cabinet in Room 6 to use in a certain Boss fight later in the game. The next item you should save up for is the **PASGT Vest**, which is truly great armor. Use all of your collected Belt Pouches to make this an even better piece!

[hot zone alert]

Notice that many areas of town are now lit up again. Clear them all before you return to the Well in the Driveway area.





GARY'S LIST: WEAPONS

Name	Cost
P08 (handgun)	680 BP
PA3 (shotgun)	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9 (bayonet)	980 BP
Grenade Pistol	1680 BP

GARY'S LIST: ARMOR

Name	Cost
Shoulder Holster	2580 BP
PASGT Vest	2980 BP

GARY'S LIST: AMMUNITION

Name	Quantity	Cost
9mm P.B.	50 qty	30 BP
Buckshot	10 qty	60 BP
5.56mm Rifle	80 qty	100 BP
Grenade	4 qty	280 BP
Riot Grenade	4 qty	80 BP
Batteries/Fuel	N/A	(Reloaded for free)

GARY'S LIST: ITEMS

Name	Cost
Recovery1	100 BP
MP Boost1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP

RESCUE THE SCREAMING PERSON



After exiting the Trailer, Flint the happy dog leads you to the other end of the Junk Yard. You'll find a coil of **Wire Rope** here, but Scorpions will ambush you before you can pick it up. At this range, a quick burst of Combustion is the best solution. Then go back through the Garage and Factory, following Flint to the Well.

Use the Wire Rope to create a permanent line down into the Water Hole and climb down. As you round the first corner, you can eliminate the swarm of Bats by using another sweep of Combustion. Move carefully in the Underpass area and note the switch visible in the back corner. Flip it on and then return to the Water Hole. Examine a cavity in the wall near the exit to find a **Protein Capsule**. Return to the Underpass and prepare to fight the weirdest Boss yet.

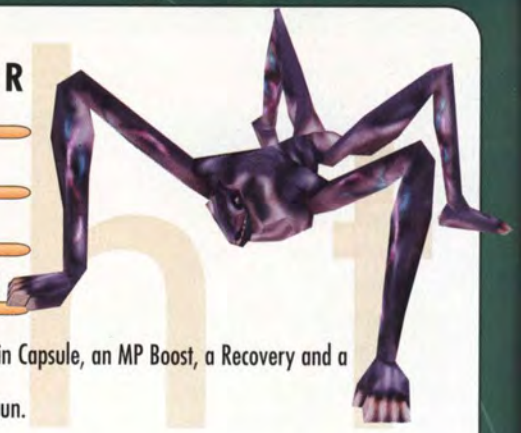








BOSS FIGHT: GRAY STALKER



HP: 450 EXP: 500 BP: 200 MP: 15

ITEMS: Protein Capsule, 10 qty R.Slug

ATTACKS: Skull crush causes CONFUSION, Scythe slash





To prepare for this fight, attach the Protein Capsule, an MP Boost, a Recovery and a Stim. The best weapon to use is the Shotgun.

The real trick is keeping the Gray Stalker off the ceiling. It wants to pick up Aya and bite her, causing CONFUSION. You can cure this with a Stim or Metabolism Lv.2. Use Pyrokinesis or Necrosis to blast it off the ceiling, and then shoot it once or twice and move past it.

Use Combustion while the Boss is on the ground, especially when it turns invisible. You can still target and hit it a moment or two after it disappears with better luck using the Shotgun. However, when it does go stealth, you should move and try to get away. When it reappears, it will practically be on top of Aya and it will slash her.



Continue to the end of the Underpass, where you'll see a door to the left and a switch at the end. Avoid using the switch just yet, and instead go in the door.

Upon entering, you'll see a swarm of Bats and Rats, but you can wipe out the whole crop with a single Flare. Run around the divider of wine barrels and search the cask to the right of the box at the end to find another hidden message. (If the lights were on, you wouldn't have found it.)







2nd Hidden Message

"Now solve my riddle two,
How many urinals in Dryfield's loo?
Once you know, to the next place
A haunted house where only the sun dares show its face."

You can flip the switch in the Underpass area to turn on the lights in the Wine Cellar now. Search the box behind the center row of wine barrels for a **Flare**, and then exit and go up the ladder in the Underpass.



Inside the General Store, you encounter a tougher breed: the Blood Sucklers. Search the drink cooler by the back hall to find a **Cola**, and then search the cooler at the far east end for a **Recovery3**.





At this point you may be somewhat depleted or overstocked with items, so exit the front door and stock up using the items from Aya's car and the Ammo Box at the Gas Station. When refreshed, head out the back door of the Store toward the Dilapidated House.





The Chasers in the fenced area in front of the house can be quite a nuisance. Use Pyrokinesis to knock them down, and then shoot them as they rise. After that, you'll hear a woman screaming, which gets louder as you approach the third door down. The last door is locked from the inside, so you must find another way in. First, search the barrels next to the last door for **10 Firefly Shells**.



Return to the westernmost of the three doors. Search the cash register behind the counter twice to find a **Belt Pouch** on the floor. Also note the portrait of "Sitting Bull 1831-1890."

There's a dresser bolted to the wall in the second room. You need a wrench to remove the bolts, and the one place you'll find that is in Mr. Douglas' Garage. You also need his permission, so return to the Trailer Coach.





When you speak to Gary again, select the option "I need information." He informs you to take whatever you need in the Garage. Head for the Garage and look for the **Monkey Wrench** in the back corner on the shelves behind the scorched barrel.

Return to the second door of the Dilapidated House and use the Wrench on the dresser. Aya will move it aside and uncover a secret passage into the next room.





In the bottom right-hand corner of this small passage, you'll find another secret message. *You must read it now,* or you'll lose your chance. Before you enter the next room, you must prepare for the upcoming Boss battle. Equip the M93R or the M4A1 Rifle, and attach an MP Boost and Recovery, plus a Protein Capsule if you have it.



[3rd hidden message]

"Solve my riddle before you go,
How many barrels in the mole-dens' center row?
Once you know, go to top room,
Where at 21 years, a boy met his doom
Where you CAN see yourself."

BOSS FIGHT: NO.9 (DESERT OPTION)

HP: 1100 EXP: 800 BP: 300 MP: 50

ITEMS: None

ATTACKS: Slashes, stabs, rips with Gunblade, stranglehold



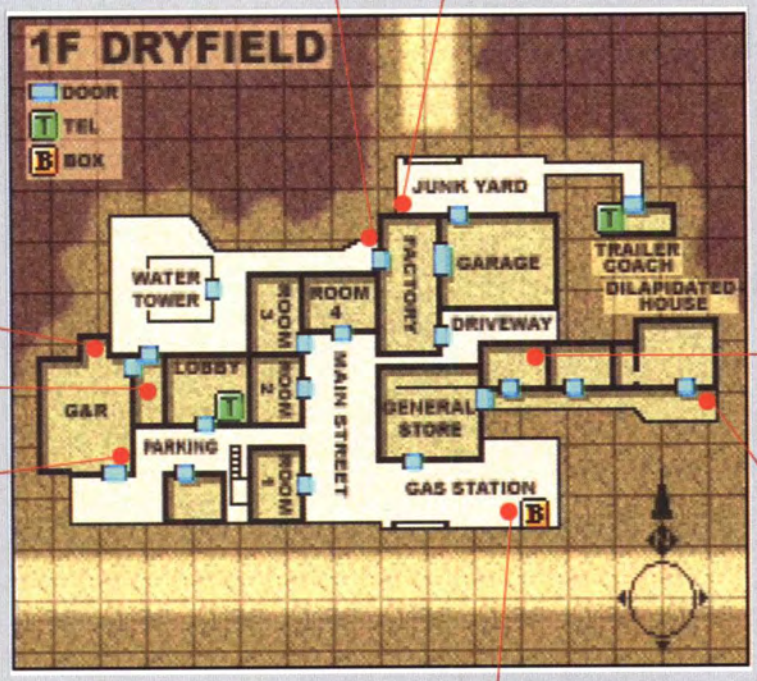


This battle is probably easier than the first encounter with No.9. He attacks this time by slashing with a Gunblade. Many SQUARESOFT gaming fans will recognize this as Squall's weapon from FINAL FANTASY VIII.



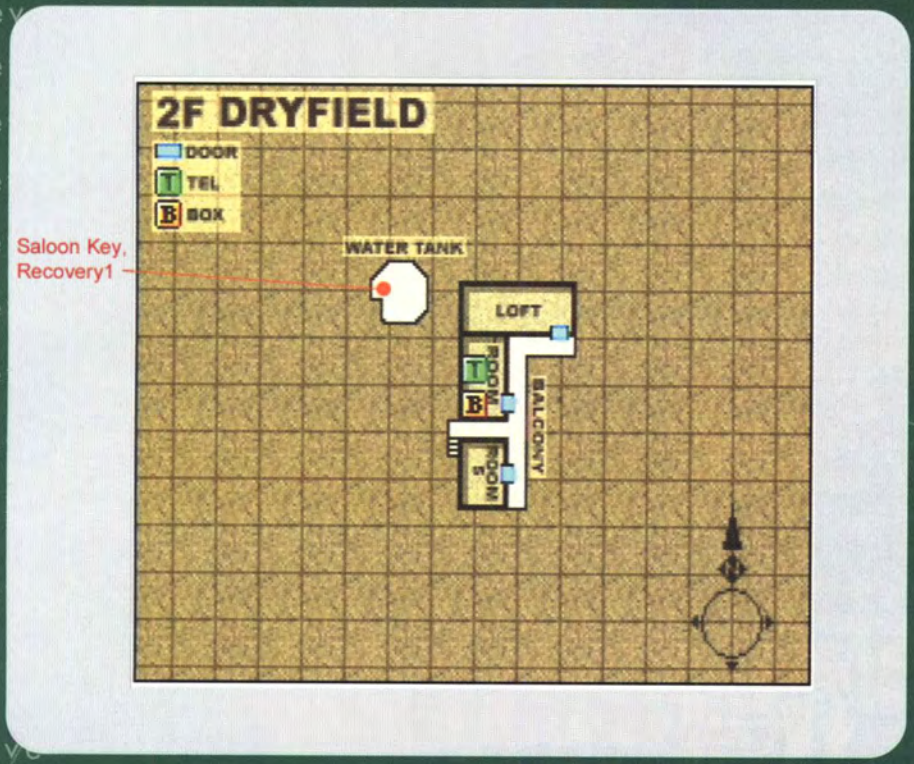
No.9 starts in the center, and basically propels himself toward you by slashing. Position yourself in the corners of the room, cast Energy Shot, and blast him until he gets just one slash away. Then run to a corner on the opposite side of the room and blast him as he slashes toward you. Cast Necrosis to inflict another 30 HP damage.

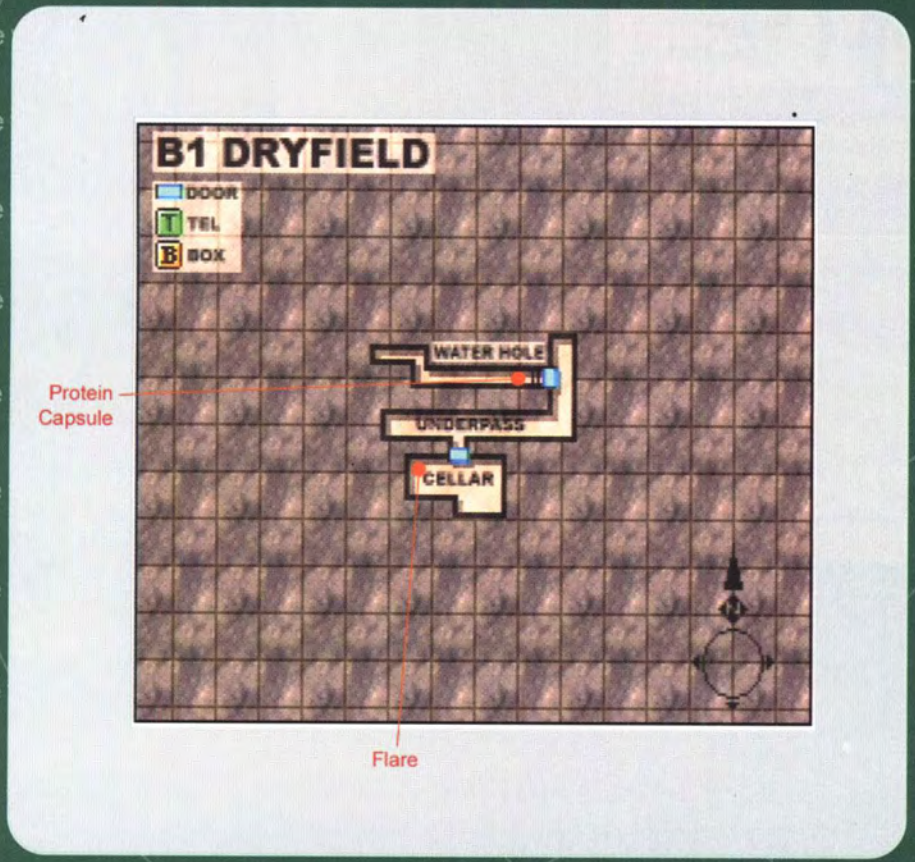
DRYFIELD MAPS



Room 2: Penicillin, Recovery1
Driveway: Recovery1
Garage: Motel No. 6 Key, Monkey Wrench
Parking: Buckshot

DRYFIELD MAPS





[dryfield, night]

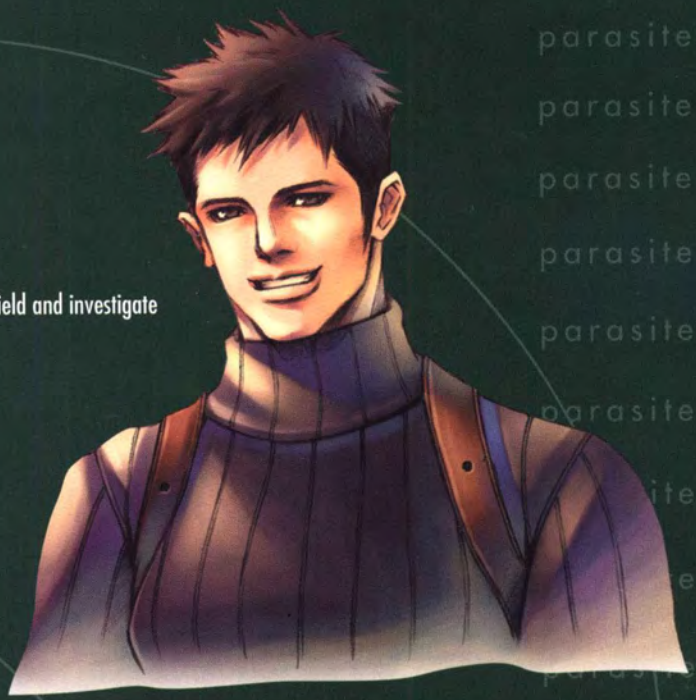
ITEMS: Holy Water, M950 or Chicken Plate

KEY ITEMS: Lobby Key, Bronco Masterkey, Jerry Can, Gasoline, Truck Key

ENEMIES: Scavenger, Zebra Stalker, Desert Chaser, Grin Stranger, Odd Stranger, Bat, Scorpion, Blood Suckler, Brain Suckler, Moth, Burner



Aya regains consciousness at night, and No.9 has disappeared. Kyle finds her, and the two devise a plan to leave Dryfield and investigate the Shelter.

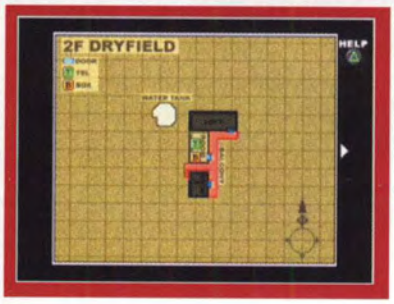


FIND TRANSPORTATION



The natural thing to do is return to Aya's car and leave town. Kyle accompanies Aya to the car, and assists in all battles between the House and the Gas Station. His HP appears in the upper-right corner of the screen, and if he gets killed it's GAME OVER as well!





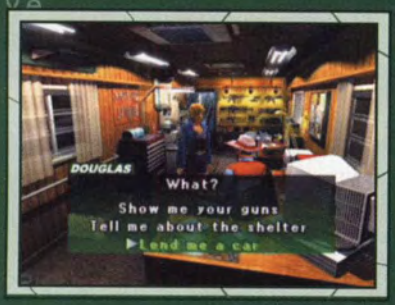


[hot zone alert]

The entire town is infested again with NMCs. However, Kyle is weaker versus attacks than Aya, so head to the car first before clearing the town again.

The duo discovers that Scavengers have destroyed Aya's car, but the trunk and the Ammo Supply Box are still intact. You need to ask Gary to borrow a vehicle now, and there are plenty of red areas to clear. Kyle will stay with the car, so now is a perfect time for a Bounty Hunt. There are NMCs in some of the areas that aren't red, including the Parking area and the Junk Yard.





After clearing the town, find Gary in his Trailer and ask him to lend you a car. He'll offer to fix up his broken-down truck, but he needs you to bring him a can full of gas. He will give you the **Lobby Key** to aid in your search for this item.



Attention Shoppers, Our Store is Now Closing!

If you want to purchase any items, now is the time. From here until the end of this scenario, you can find Gary in the Garage working on the truck, and the Trailer will be locked. You will be unable to purchase items or weapons until the end of the Dryfield segment. This being the case, grab that PASGT Vest, as many Grenades as possible, and whatever other ammo you can buy.



If you return to the car to get some more 9mm P.B.s, you'll notice that Kyle has disappeared. Return to the Parking area and unlock the Motel Lobby. The Lobby contains a brief puzzle you must solve to receive a very important key. Take a look at the Guestbook on the counter to discover some very interesting facts about this Motel. There's also a Phone to save your game.

PUZZLE SOLUTION: LOBBY CASH REGISTER

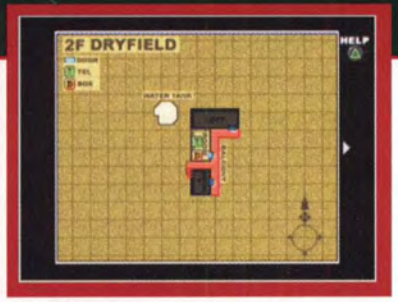
*To open the Register, you must use a couple of clues. The first clue is on the memo attached to the corkboard behind the counter. This gives you hints on what the code for the register is. Read the memo to the right of that to find out how to enter the code. The solution to the Register is entering the pound sign (#) followed by Doc Holiday's and Wyatt Earp's ages at the OK Coral, and then pressing TOTAL. To figure out when the OK Coral shootout happened, examine the portrait on the other side of the counter. The year was 1881. If you remember the dates from the portrait of Earp in Room 2 (1848-1929), then Earp must have been **33** in 1881. Thus, input the code #3033 in the Register, and then hit TOTAL. It opens to give you the **Bronco Masterkey**.*











[hot zone alert]

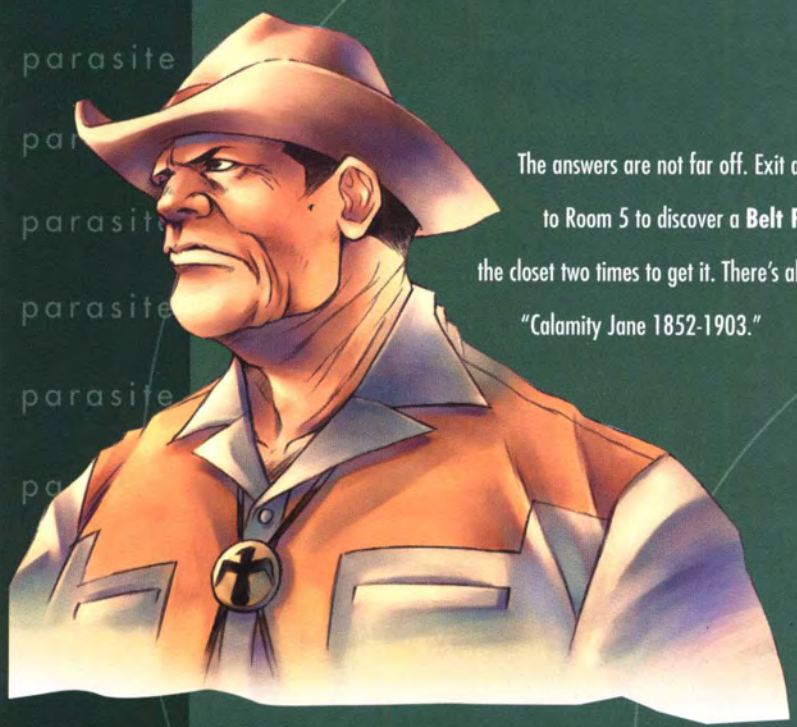
After getting the Bronco Masterkey from the Lobby register, Dryfield is crawling with some shady characters. Clean them rascals outta' there, and watch out for ambushes near the Gas Station.



Now you can open the remaining rooms in the Motel. Start with Level 1 and work your way up. In Room 3, search the shelves *twice* to find an **MP Boost2**. Also, note the portrait of "Kit Carson 1809-1868."

In Room 4, there's a portrait of "Billy the Kid 1859-1881." If Billy didn't reach his 22nd birthday in 1881, then this would be the room that the previous hidden message alluded to. Search the mirror in the bathroom from all angles to uncover the last hidden message scratched into the glass.





The answers are not far off. Exit and head upstairs to Room 5 to discover a **Belt Pouch.** Search the closet two times to get it. There's also a portrait of "Calamity Jane 1852-1903."



4th Hidden Message

"Solve my riddle, if you dare,
Organs of sense under bristly hair,
Seen with how many silver plates in the Bronco's lair?
Once you know, go from there
To a jet-black door 'neath the moon's cold glare."

Check your equipment and attachments before you head to the Loft, and make sure you're stocked up. In the final motel room, search the back to find the **Jerry Can**. It's empty, but you probably have a pretty good idea of where you can fill it. The safe nearby has a jet-black door, as referred to in the final hidden message. To open the safe, you must solve the puzzle of the riddles.



PUZZLE SOLUTION: MOTEL LOFT SAFE

The four-digit code required is gained by answering the riddles within the hidden messages. The messages were uncovered in this guidebook in a certain order, and you must input the answers into the safe in that order. Here are the four answers:

Riddle #1 – 4 Phones

Riddle #2 – 4 Urinals

Riddle #3 – 8 Barrels

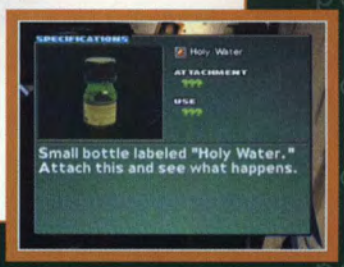
Riddle #4 – 7 Mirrors

*Input the code [**4487**] into the safe to receive the **Holy Water**.*



Using Holy Water

The use of this product remains a mystery, but you don't want to waste it. If you use it as an Attachment as suggested, you only reduce damage by 25%. However, if you use the item directly from the Items Menu, you can level-up one Water Parasite Energy. If Metabolism is less than Level 3, it is raised. If Metabolism is at max level, then Healing is raised. Holy Water is best used to raise a PE level at this point of the game.



Take the Jerry Can down to the Gas Station and fill 'er up at the pumps with **Gasoline**. Locate Gary in the Garage, and he'll pour the gas into the truck. He has some more work to do before you and Kyle can leave, so your objective now is to get some rest in Aya's room. From this point, you can use the back of the truck as a storage box.

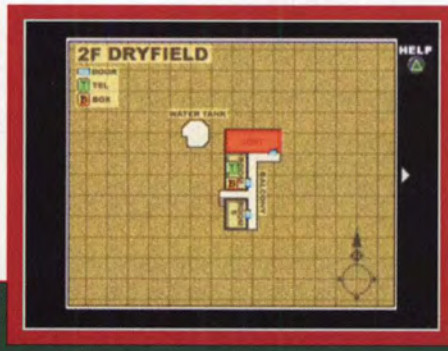




[hot zone alert]

Not so fast, sleepy campers! If you check your map after giving Gary the Gasoline, you'll see that the whole town is alive again with NMC activity. You're going to have to earn your rest!









Optional Scene: Kyle in the G&R

After turning over the Gasoline to Gary, there is an optional scene with Kyle getting plastered in the G&R Saloon. It's easy to swing by while clearing the town of NMCs. It should be noted, though, that seeing or missing this scene doesn't affect the game in any way.



PREPARE FOR BED



When Dryfield is a safe place to sleep once again, head to your room and catch some shut-eye. Just go to the bed and search, and choose the option "It's naptime." However, before you lie down for a few winks, prepare for what comes next.

When you choose to go to sleep, you will go straight to the next Boss encounter. You enter Combat Mode and can't change your equipment or attachments thereafter.

To prepare yourself, equip the Grenade Pistol and lots of Grenades. If you failed to make that purchase (or if you don't have a stockpile of Grenades), then you need the Shotgun and about 100 Buckshot rounds. If you don't have that much stock for either of the previous, then attach the M4A1 and 5.56mm ammo as backup. And, if you don't have even that, then you're stuck with using the Shotgun until it's dry and then switching to the M93R with Hydra Rounds. Your average 9mm P.B.s are basically no good. With that combo, you're doomed to a long and grueling fight.

Equip the PASGT Vest and customize it with any Belt Pouches you have left. Attach any Protein Capsules, Ringer's Solutions, or Colas that remain. Also, attach your ammo and backup weapon, just to be sure. Fill the remaining slots with Recovery3 or MP Boost2. You won't need the GPS or any Flares or Combat Lights in the upcoming battle. When you're prepared as much as possible, go to the bed and sleep.

BOSS FIGHT: BURNER



HP: 4650 EXP: 2000 BP: 1000 MP: 100

ITEMS: Protein Capsule, 4 Airburst Grenades

ATTACKS: Flamethrower, fist slam, fist sweep, grab and squeeze



In the middle of the night, the gargantuan Burner comes stomping down the desert highway, smashing its way into Main Street. For the duration of the battle, Aya remains on the 2nd floor balcony of the Motel.



Aya's in front of the corridor leading back to the stairs going down. It is possible to avoid any one flamethrower attack by running to the back of this corridor. You may even get in a few shots from here with the Grenade Pistol. However, don't remain by the stairs long or you'll get toasted!



The best tactic is to run back and forth on the forefront of the balcony, loading and firing the Grenade Pistol at the Burner's head. The Burner will follow Aya from one end to the other, so fire until it gets close, then run to the other (safer) side of the balcony. Cast Energy Shot, and hit the Boss with Grenades to cause around 300 HP damage! Cast Antibody to protect Aya from the monstrosity's attacks. (Energy Shot and Antibody must both be at Level 2 to match results.)

The Burner attacks in several ways. For the first half of the battle, it tries to smash Aya with its fist. You can easily avoid this by sticking close to the walls and moving often. The other attack is the flamethrower, in which the Burner sweeps a better portion of the balcony with fire. You'll know this attack is coming when you see a brief spark and flame at the tip of the Burner's nozzle. When you see this, stop fighting, turn, and run to the other end of the balcony. If the Burner is not positioned in the middle, you should just barely reach the other end without getting singed, in true Hollywood blockbuster style!





The second half of the battle is signified when the Burner's face appears to be half blown off. It implements two new and deadly attacks from this point. Burner will sweep the balcony with its arm. The only way to avoid this is to run to the other side of the balcony as soon as you see it raise its fist. Otherwise, Aya will get slammed into the corner, causing about 60 HP damage and then Burner will quickly try to fry her.

The other new attack is the grab and squeeze move. This begins as a gentle sweep of the front portion of the balcony, where Burner grabs Aya if she is too close to the edge. When successful, Burner hoists Aya high into the air and squeezes her. During this move, there is a split second chance to target Burner's face from up high and shoot. If you have Energy Shot (Lv.2) cast, using a grenade causes *almost 600 HP damage!* If successful, then Burner drops Aya back onto the Balcony without hurting her too much. If not, Burner will most likely squeeze Aya's guts out and end the battle.







If by some chance your Necrosis spell is at Level 3, then cast it a couple of times. Necrosis 3 poisons your enemies. For a few rounds, it will occasionally drop 80 HP!

Now here's the tricky part of this battle, which slightly affects the outcome of the entire game: You must defeat Burner in a certain amount of time or the game will change for the worse. If you defeat the Burner in a short time, then it melts into the ground like any other NMC. However, if the Burner runs out of fuel for its torch and stomps off, then Gary's dog Flint will die and a different battle result is gained. The way to defeat the Burner quickly is by using the Grenade Pistol. The result of Flint being squashed in battle is solely determined by defeating the Boss' first form in a specific amount of time.

POOR BATTLE RESULTS

EXP: 1000 BP: 0 MP: 0
Items: Recovery2, MP Boost1

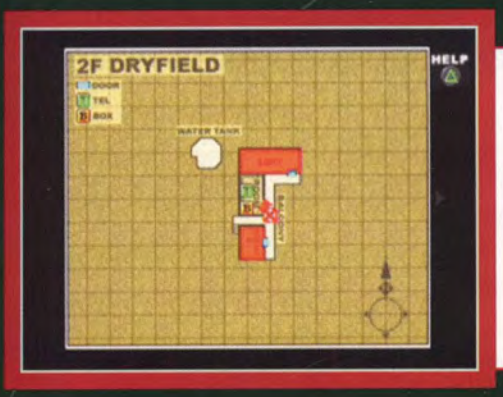
QUICK BATTLE RESULTS

EXP: 2000 BP: 1000 MP: 100
Items: Protein Capsule, Airburst

FIND GARY AND FLINT



After the Burner Boss fight (for better or worse), the behemoth smashes the balcony in half, dividing the area in two. To get downstairs from the front half, use the stairs leading down to the Parking area. To get down from the back half, use the rope ladder in Aya's room.





[hot zone alert]

While the Burner was keeping you busy, NMCs have overtaken Dryfield again. You must make one last sweep of the town before leaving, but your EXP and BP should be through the roof by then!



You can find Gary and Flint on Main Street. He gives you the **Truck Key**. Whether Flint is alive or dead, speak to Gary *twice*. He invites you back to his Trailer to pick up a reward!

If the dog Flint is alive, Gary lets you open the strongbox in his Trailer. You receive the **M950 Machinegun**, a weapon that should easily replace the M93R for the rest of the game.



But if Flint is dead, Gary tells you to look in the trunk of the green car right next to the door of his Trailer Coach. You have to search three times, but eventually you find the **Chicken Plate**. In spite of its name, this is actually a good piece of armor! If you just purchased the PASGT Vest, you're bound to feel a little ripped-off.

DEPARTING DRYFIELD



Now all that remains is to find Kyle and leave for the Shelter. You can find the strange PI near the truck in the Garage. He's full of excuses for his absence, but Baldwin says he checks out (if you use a Phone at any point right now), so you'll be going to the Shelter with him.

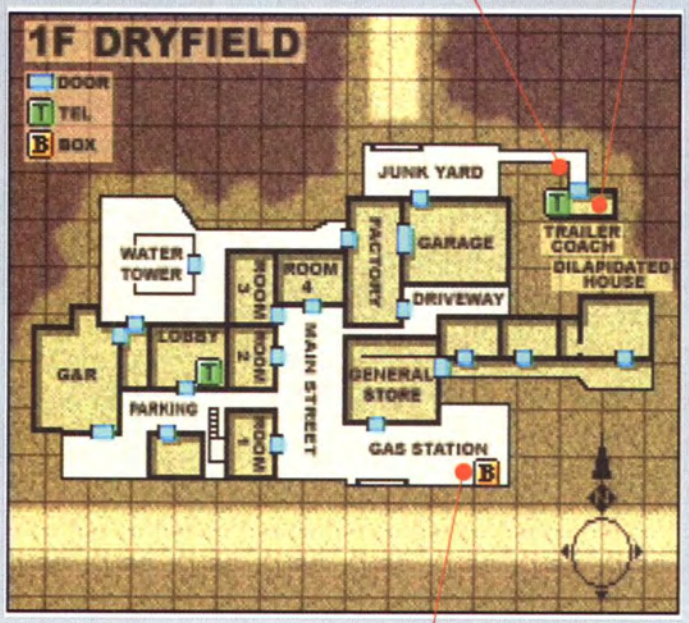
You can use the back of the truck for item storage, so now begins the arduous task of moving all the items out of the trunk of Aya's car.



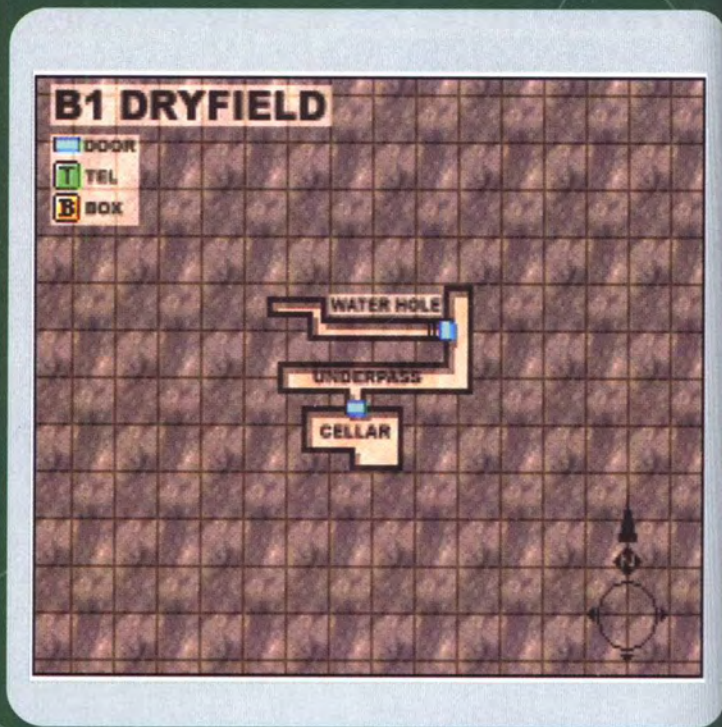
You can also visit Gary in his Trailer and purchase items once again. Now is a fine time to purchase the M4A1 plus attachments. *Make sure you restock on Grenades,* another tough Boss battle isn't far off!

When you're ready for a road trip, talk to Kyle again and decide to leave for the Shelter.

DRYFIELD, NIGHT MAPS







[east mine]

ITEMS: None

KEY ITEMS: Oak Board, Jumper Plug

ENEMIES: Desert Chaser, Scorpion, Moth, Bat, Scavenger

COVER KYLE'S ESCAPE

A chaotic and desperate situation ensues while Kyle and Aya are driving to the Mines that lead to the Shelter. A pack of Desert Chasers attacks, and the duo has a good deal of trouble fighting them off. At first, Kyle will be badly injured. A lone Chaser jumps over the fence, and you must kill it immediately. If it kills Kyle, who's only at 5 HP, then it's **Game Over**. With that Chaser down, Aya finally convinces Kyle to hide in the Mines while she covers his escape. It's your job now to take down 10 more Chasers!





If you stand near the mine, then you're at a disadvantage. Stand near the rear of the truck. At the bottom of the screen is a cliff. Stand in front of the cliff, and Chasers will jump over the nearby gate. Wait for them to charge and then run out of the way. The Chaser won't be able to stop, and goes right over! You should be able to handle up to eight of the Chasers this way, as long as they're entering the "corral" by the very north end. If a Chaser leaps over the *middle* of the fence, your chances of getting knocked over the cliff are greater. In this instance, knock the Chaser down with Plasma and then blast it. If Aya gets butted over the edge, it's **Game Over**.





After disposing of the Chasers, take the M950, some Flares, the Grenade Pistol, and your supply of Grenades and head into the Mine after Kyle. Continue straight through the Mine until you reach the Gorge. A rope bridge spans the gap, but the boards are gone in the middle. *You must run out to the middle and search the gap.*



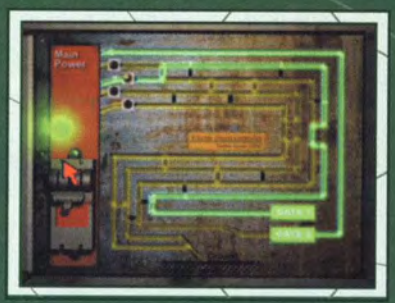
Backtrack to the Tunnel Entrance, and take the south door into the Forked Tunnel. An ore cart is in the way, so examine it and choose to pull the break lever. This causes the cart to roll down to the end. Follow it to find an **Oak Board**. Return to the Gorge and use this item to cross. Be prepared with a Flare, because a large swarm of Bats rises from the Gorge as you cross. On the other side is a gate that won't open, marked "Gate 1." Go through the door to the right.








The Refuge holds a **Phone**, a **9mmP.B., Supply Box,** and the power generator for the whole Mine. Examine the generator and Aya will open a door, revealing a circuiting panel. There's a **Jumper Plug** stuck in the bottom hole. Take it and insert it into the second hole from the top. Now examine the lever down to the left, and lower it to engage the circuitry. At its current configuration, the board will supply power to Gate 1 and Gate 2.

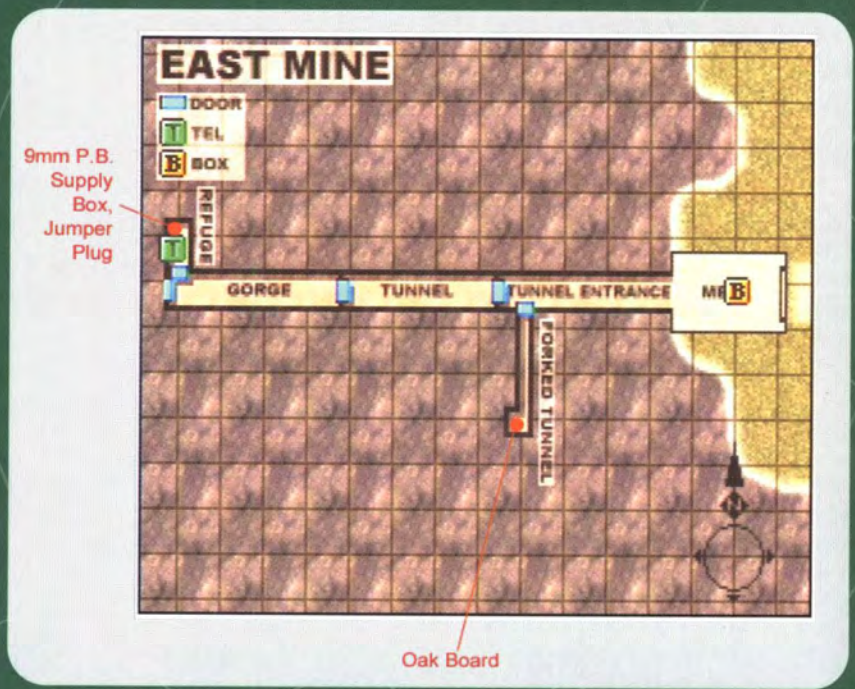



MINE PREPARATION

Now it's time to enter the West Mine area, but you will encounter a very tough Boss right away (*two*, actually!)

If you have at least 15 40mm Grenades, equip the Grenade Pistol for a very easy fight. Otherwise, equip your M950 or M4A1 and ammunition. If you have *any* Grenades, then prepare to start with the Grenade Pistol and switch over via cttachment in mid-combat, as you did in the fight with No.9 at the Akropolis. You *will* need a motion detector for this, so equip your GPS if you don't have one built into your armor. Head through Gate 1.

EAST MINE MAPS



[west mine]

ITEMS: P229 Handgun

KEY ITEMS: Jumper Plug

ENEMIES: Blizzard Chaser, Blizzard Chaser Zombie, Ivory Stalker

DESTROY THE BLIZZARD CHASER



When you enter the Cavern, a Boss fight starts immediately. Aya will confront a large, red-eyed creature in the dark. The Blizzard Chaser takes on two forms. Its first form is quite easy to deal with, so conserve yourself as much as possible to deal with its second form (zombie).



BOSS FIGHT: BLIZZARD CHASER

HP: 500 **EXP: 300** **BP: 200** **MP: 10**

ITEMS: P229 Handgun, Jumper Plug

ATTACKS: Bite & Throw, Dash, Trample

This fight requires you to keep a very close eye on your GPS, because the Blizzard Chaser runs around the central machinery to the other side, out of view.

At the beginning, the Blizzard Chaser runs away. Don't run in the other direction—follow it. You'll find it grazing on the other side of the machinery standing in the center of the room.
It might be standing close to a barrel.

There are four barrels in the Cavern, one in each corner (generally). If you can catch the Blizzard Chaser near one, target and shoot the barrel until it explodes. If the Blizzard Chaser gets caught in the blast, it will take around 400 HP damage! The battle's almost over, but don't get caught in the blast yourself, or it's probably Game Over time.



The barrel explosion stuns the Blizzard Chaser momentarily. Use this opportunity to hit it with Combustion or Pyrokinesis Level 3. That should finish the job quite easily.



When you hit it, the Blizzard Chaser runs through the room as if it were in a horse race. Try to stay in a corner so you can see a short ways in the direction from which the Blizzard Chaser is coming. When it comes back around, use Plasma to knock it down, and try using Necrosis at Level 3 to poison it. Then shoot it while it's getting back up.



It's important not to stay in one place for too long. If you do, the creature will leap over the central machinery and trample Aya into the dirt. This is only slightly less devastating than its "bite and throw" move, in which it drains Aya's blood and then flings her to the side.



Grenade Note:

If you brought a considerable supply of Grenades to the Mines, good show! Simply hit the Blizzard Chaser, reload quickly as it rises, and hit it again before it gets away. Repeat just two to three more times and you should have one well-cooked monster.

BOSS FIGHT: CHASER ZOMBIE



HP: 2500 EXP: 500 BP: 300 MP: 30

ITEMS: Recovery2, 4 Grenades

ATTACKS: Bite & Throw, Dash, Trample

After picking up the P229 Handgun and the Jumper Plug, the skinless Blizzard Chaser gets back up and the battle continues. Grenade users will have no problem keeping this thing down, but others must use the remaining three barrels in the room to knock it down.

Otherwise, this battle is exactly the same as the previous—just a bit longer.





ENTER THE SHELTER



After the Boss fight, check the southwest corner of the room. There's a crack in the wall, and light is showing through it! Nearby is a motorcycle. Check it and Aya will find a switch on the bike. However, an electric cable was destroyed in the battle and it's sending out sparks nearby. Return to the Refuge in the East Mines.



[hot zone alert]

While you were busy in the Cavern, all other sections of the Mines—all the way back out to the truck—have been inhabited again by NMCs.



Inside the Refuge, place the two Jumper Plugs in the top and bottom holes of the circuit panel. Then pull the lever, and the plugs reroute the circuits back to Gates 1 and 2.

Return to the Cavern, push the switch on the motorcycle, and Aya will find herself in a Secret Passage. As you round the bend, the largest Stalker yet comes quacking around the corner.



BOSS FIGHT: IVORY STALKER



HP: 1000 EXP: 600 BP: 300 MP: 15

ITEMS: 50 9mm Spartan, Belt Pouch

ATTACKS: Skull Crush inflicts PARALYSIS, scythe slash



First, run past the Stalker to the clearing at the other end. The ceiling in the corridor part is so low that your opponent has the tactical advantage in every way.

The Ivory Stalker won't try to enter the area with the lift. It will turn invisible and retreat back around the corner. Don't take the bait; you're no good at all in that corridor, so don't let it lure you back in there.

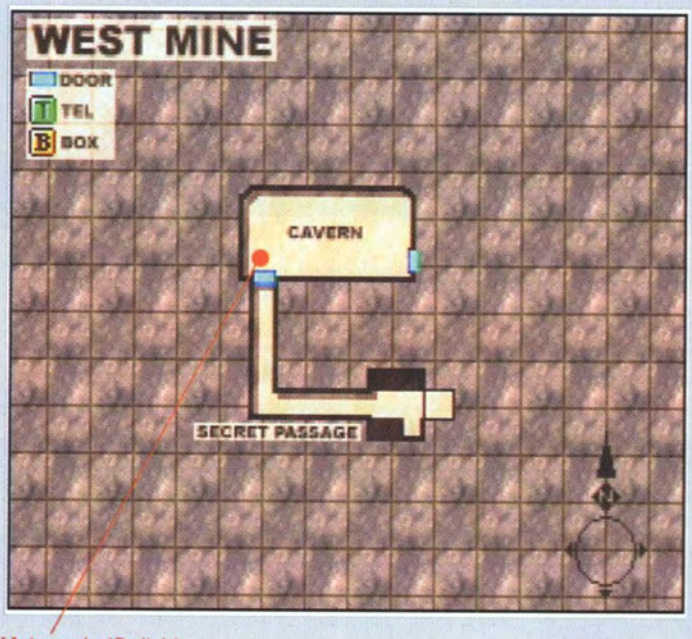


Eventually, it will appear again. If you stand at the edge of the corridor, you can see it moving. With the P229 Handgun equipped (you receive it after the Blizzard Chaser fight), use the flashlight on the weapon to paralyze the beast for a few seconds, and then let off a few shots during this time.



After destroying the guardian of the gate, use the lift to go down into the Shelter. The control panel is in the far upper-right corner, partially hidden.

WEST MINE MAPS



[b1 shelter]

ITEMS: SP12 Shotgun

KEY ITEMS: None

ENEMIES: Rat, Odd Stranger, Watcher, Green Amoeba, Red Amoeba

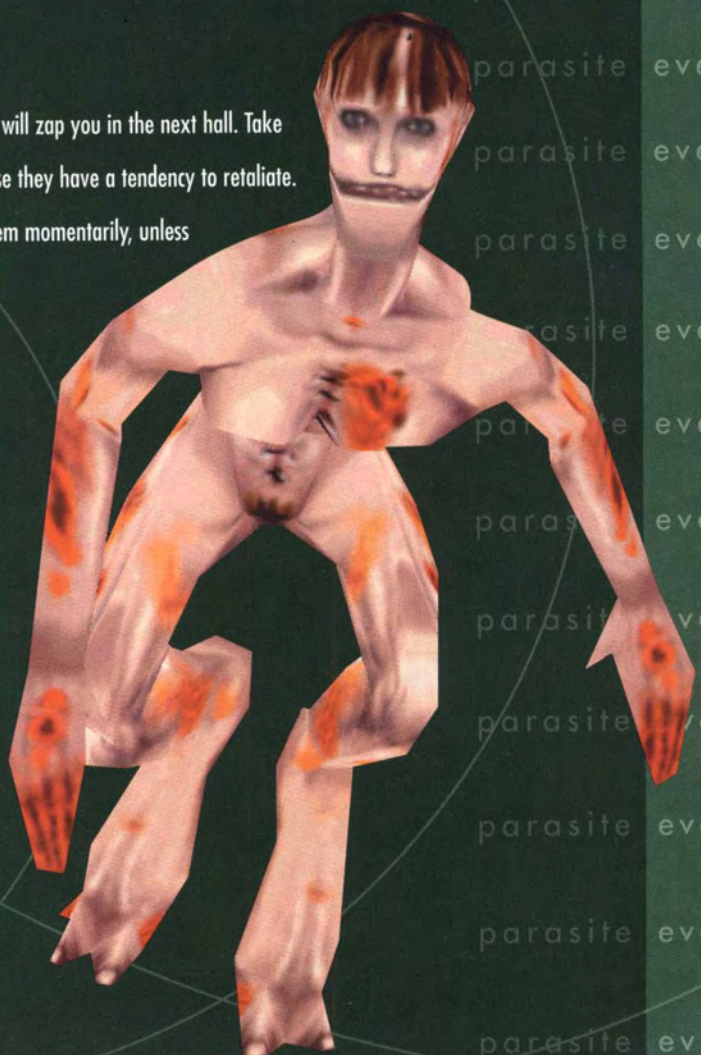


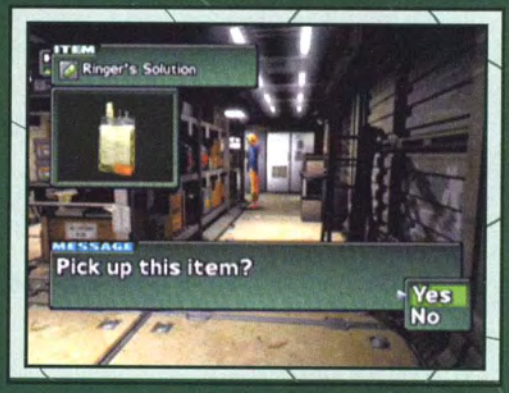
EXPLORE THE SHELTER

Run the length of the Elevator Hall. The first door is locked, and the elevator at the end is inaccessible for the moment. Use the door in the northeast corner.



Security devices called Watchers will zap you in the next hall. Take them out with a shotgun, because they have a tendency to retaliate. A blast of Plasma will silence them momentarily, unless they're high up on a wall.





There's a **9mm P.B. Supply Box** in the Storage Room. Search the area where you find medicines to get a **Ringer's Solution**. The southwest door is locked from the other side, so continue north.

In the Sleeping Quarters, exterminate all the varmints and check the locker (the one missing a handle) by the entrance. An obscure message from a researcher named Bowman provides detailed clues to the plot of the game. Also, note that you can search the bunk beds to learn about the people who lived and worked in the shelter. Bowman's bunk is particularly curious.







In the Main Corridor, head south and unlock the door back to the Elevator Hall. Then return and go through the bottom east door, which is clearly marked "Weapon."

The Armory contains a BP Vending Machine, but don't go crazy until after you've checked out the gate and the card reader beside it. If you found the **Black Card** in the Akropolis Tower, then use it to open this gate and reap a whole load of *free weapons and ammo!* If, however, you didn't find the Armory Cardkey (as it is now called), too bad.

In the cage, there are several open lockers along the wall with free **9mm P.B.**, **9mm Hydra,** and **Buckshot**. There are some weapon lockers around the corner, some of which are also open. The first gun is broken, so forget trying to fix it. The second is the **SP12**, a very good shotgun that's totally free! There's a door inside the cage you must unlock. This leads back to the Storeroom and makes for a good shortcut for later.







ARMORY BP VENDING MACHINE LIST

WEAPONS

Name	Cost
P229 (handgun)	1880 BP
PA3 (shotgun)	1000 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9 (bayonet)	980 BP
Hammer	3720 BP
Grenade Pistol	1680 BP

ARMOR

Name	Cost
Combat Vest	3250 BP
NBC Suit	3980 BP
PsySuit	4580 BP

AMMUNITION

Name	Quantity	Cost
9mm P.B.	50 qty	30 BP
Buckshot	10 qty	60 BP
5.56mm Rifle	80 qty	100 BP
Grenade	4 qty	280 BP
Riot Grenade	4 qty	80 BP
Batteries/Fuel	N/A	(Reloaded for free)

ITEMS

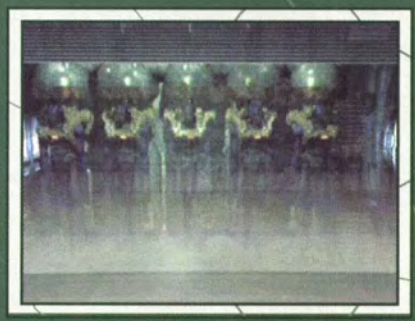
Name	Cost
Recovery1	100 BP
Recovery2	180 BP
MP Boost1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

If you're working on your M4A1 Collection, then the Hammer is a true bargain. This will help you maneuver through the Shelter very easily. Purchase it as soon as possible.

From the Armory, head west across the Main Corridor and down a tunnel full of NMCs and Watchers. At the end, you'll encounter a bunch of Amoebas, which you must dispose of with Fire Parasite Energies. Also, be wary of the cluster of Watchers high up on the wall! Examine the console to see a room beyond the glass, full of what Aya perceives to be "corpses."







Return to the Main Corridor and head north. In the Sterilization room, take note of the door marked "In" and the other marked "Out." *Aya will not enter the "In" door until you have examined the* ***control panel*** *in-between.*

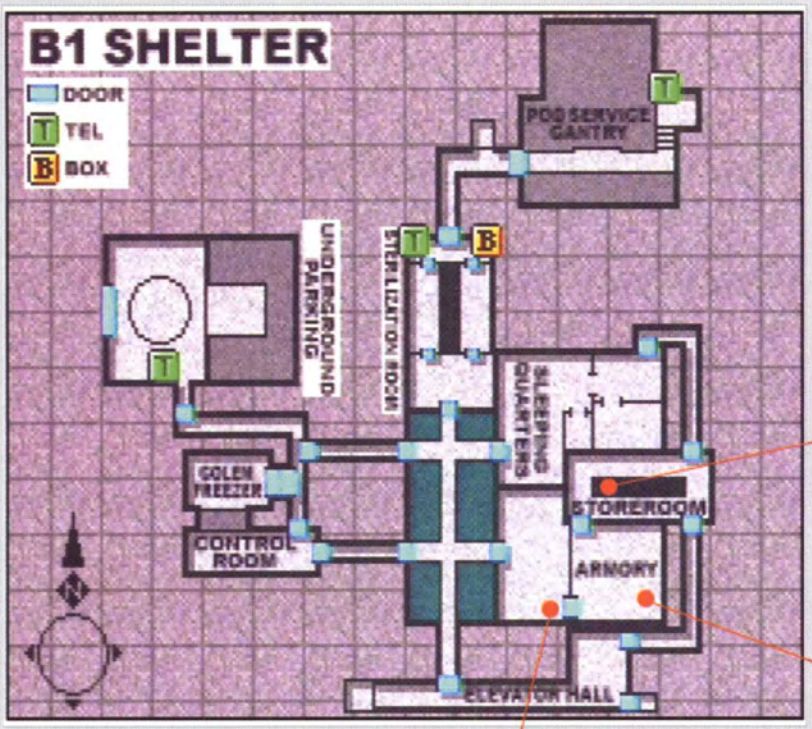


There's a **Storage Box** on the other side for your extra items and a **Phone**. Let MIST know where you are, then proceed north. If you're worried about storage, it's best to take either the M4A1 with the Hammer attached, or the M950 loaded with 9mm Hydra along with plenty of Combat Lights, Pepper Spray, or Flares. You should *only* rely on the power of Hydra rounds from here on, so I hope you were able to open the Armory cage. There's a lift in the corridor north of the Sterilization Room; take it down to B2.





B1 SHELTER MAP



9mm P.B. Supply Box, Ringer's Solution

SP12

BP Vending Machine

[b2 shelter]

ITEMS: None

KEY ITEMS: None

ENEMIES: Bog Diver, Brute, Maggot, Green Amoeba, Red Amoeba

CONTINUE EXPLORATION



Head south into the Septic Tank, where two creatures called Bog Divers are swimming in the waters on either side. These creatures love to catch Aya in a crossfire of electric bolts, and they duck in and out of the water quickly to avoid counterattack. The easiest way to kill them is to stand still until one raises its head. When it does, hit it with Combustion or Pyrokinesis at Level 3; either attack should kill a Bog Diver *instantly*.



Continue south into the B2 Main Corridor, where you'll encounter some resistance from Watchers and a tougher form of Brute called a Mossback. There are two lifts along the west wall, marked "Ark" and "Particular Area." Don't worry about them for now.

The only door that's not locked leads into the Breeding Room, full of all sorts of deformed test animals. Just inside the door, search the file boxes twice to find a **Cola**, and then search the desk to read a researcher's diary of sorts written on food lists. Reading this is not necessary to finish the game, but this interesting document explains in detail what this Shelter was built for and how things went wrong.





At the corner, you'll find a **9mm P.B. Supply Box** to fill up with (only if you're low on Hydra). Be careful when entering the next portion of the room—Maggots will leap out at you from the open cells. After exterminating the pestilence, go into the second cell and search the small tin box in the upper-right corner for a **Stim**.







Exit the Breeding Room through the northeast door. A creature hanging from the ceiling will attack you, causing no damage. After the creepy thing gives Aya a warning, you'll find that the next door is locked by a card reader. The creature must be on the floor above you. If you check your GPS, you'll see a red dot marking your next objective; get back up on B1 to find that *thing*.



[hot zone alert]

After your confrontation with the sinister talking creature, you'll find that B2 is repopulated with NMCs. Exterminate them on your way back to the lift.

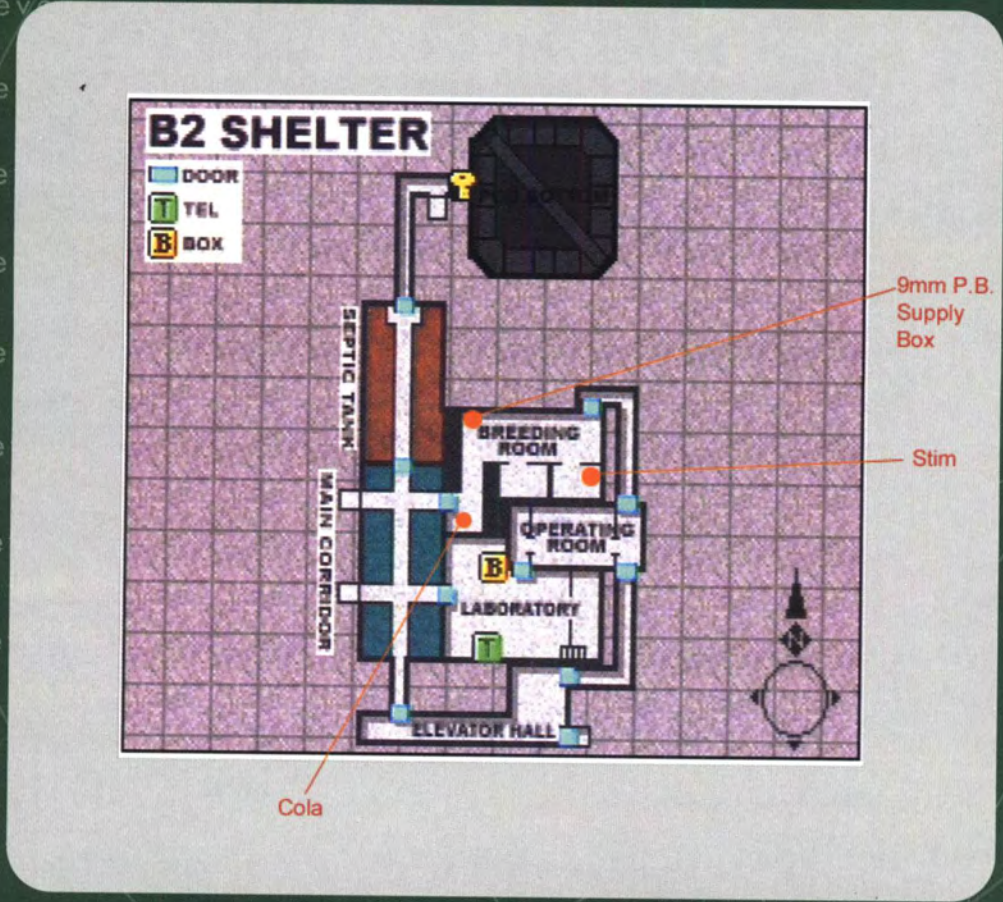
parasite eve

As you backtrack through the Sterilization Room on B1, *save your game*. It's very important that you do so before proceeding through the "Out" door.

The sterilization chamber begins to cloud up with gas! Aya's HP will start draining if you stay too long, so quickly go to the Dust Chute and choose to slide down. It deposits Aya into the Dumping Hole on B3.



B2 SHELTER MAP



[b3 shelter]

ITEMS: Medicine Wheel

KEY ITEMS: None

ENEMIES: Glutton, Mad Chaser, Slouch, Sucklerceph, Skull Stalker, Creeping Stranger

SURVIVE THE INCINERATOR



Aya falls through the Dust Chute into the Dumping Hole area. There are **9mm P.B.** and **9mm Hydra Supply Boxes** directly to the left and right of the landing spot. If you're content to use a 9mm weapon, then stock up on *both*. You're about to enter a Boss fight that's not difficult, but it can be *tricky* and requires a *ton* of ammo. Make sure you have a full complement of attachments set. When you're ready, walk out to the center of the room, where the Glutton will rise from the trash-heap you landed on.

BOSS FIGHT: GLUTTON I



HP: 3000 EXP: 500 BP: 200 MP: 100

ITEMS: Recovery3, 80 5.56mm Rifle, 4 Grenades

ATTACKS: POISON mist, PARALYSIS gas, Acid Rain, Vacuum Mouth, Tongue Lash inflicts BERSERKER, Vomit Shot

The Glutton has three targets: the mouth and the snouts on each shoulder. When its big mouth is closed, firing at its shoulders causes 7-10 HP damage, and is generally a waste of ammo. The best time to attack is whenever its mouth is open; you'll inflict massive damage as it tries to suck you in.



Camera angle is very important in this battle. For each of the Glutton's attacks, the camera will automatically switch to a different angle. You should use this system to determine your warning signs of upcoming attacks.



The Glutton starts with Vacuum Mouth, attempting to suck Aya into its maw. As you slide across the floor toward it, fire into its open mouth. When you're sliding close to the teeth, turn and run. As the attack subsides, allow Aya to re-aim and continue firing for the brief moment as its mouth remains open. However, if Aya gets sucked into the mouth, it's Game Over.



The next attack switches the camera angle to an overhead shot. The Glutton fires gouts of acid rain into the air, which then falls and damages Aya. These rain gouts form shadows on the ground where they're about to land. Simply move Aya out of any shadow, and keep moving until all shadows disappear. The Glutton is likely to fire two separate barrages of these, so be prepared.

Another attack occurs when the camera moves to an angle directly behind the Boss' big head. The Glutton tracks you and spits huge chunks of vomit at your feet. If one of these strikes Aya, she remains stuck to the floor for a few moments as her HP gets drained. The best defense against this is simply to run back and forth like a duck in a shooting gallery until the Glutton misses a few times and the camera switches to another angle.



To avoid a Tongue-lashing, watch for the camera to switch to an angle behind Aya, facing the Glutton dead on. Immediately run to either side of the room to miss this devastating attack. The Tongue Lash inflicts BERSERKER.



Learn to recognize the camera angle for the Vacuum Mouth attack, so you can fire into its open jaw. Also, from this camera angle, the Glutton spews POISON mist from its shoulders, so run away when this starts.



You'll also see the Glutton stomp its foot, jarring loose several bizarre NMCs called Mad Chasers. Exterminate these creatures *as soon as they appear*, because the Glutton vacuums immediately afterward. For each Mad Chaser it inhales, the Glutton regains 100 HP. If you're working with a limited supply of 9mm ammo, you *definitely* don't want that!



When the Glutton falls, a circuit is ripped free and a control panel comes on. This unlocks the door at the back. Before you exit, refill all your attachment slots and prepare for Round 2!

BOSS FIGHT: GLUTTON II



HP: 3000 EXP: 700 BP: 200 MP: 100

ITEMS: Recovery3

ATTACKS: POISON mist, PARALYSIS gas, Acid Rain, Vacuum Mouth, Tongue Lash inflicts BERSERKER, Vomit Shot, Stampede



The Glutton follows you into the long Garbage Incinerator. With enough ammunition left, you can fight with the Glutton and destroy it in showdown style. Just beware that, if it stomps on you or sucks you up, it's going to result in a Game Over. The other way to defeat the Glutton is a complex trick. You get the same EXP and BP either way, so why not conserve ammo and use the trick?



When the fight starts, turn and run away from the Glutton around the corner. There's a large garbage compactor down the length of the corridor. In the alcove to the right, step on the panel to bring the floor of the compactor up. It takes a long time to raise the compactor floor, so run back to the Glutton and delay its advance by attacking.



If the Glutton backs you to the edge of the compactor, hide in the alcove until the floor stops moving. Avoid shooting during the Vacuum Mouth attack, because at this range it can suck you right in.

When the compactor floor is fully raised, run across to the other side. The Glutton will follow, but only hesitantly. Attack the Boss to bait it onto the compactor. When it is completely on the lift, the monster will be lowered into the compactor. Run into the next alcove and trigger the floor panel. The Glutton will then get smashed to a pulp.





Following the Glutton battle, an alarm goes off. The Garbage Incinerator turns into a corridor of pure fire and flame in exactly five minutes. If you're not quick, Aya will end up dead.



If you have the courage, there's a very special item you can get before exiting. Run back to the Dumping Hole. There's now a strong box containing a **Medicine Wheel** where the Glutton was hiding. You can use the Medicine Wheel to automatically raise a Wind PE by 1 level. But if you *attach* it, you will receive extra Bonus Items during many battles from here to the end of the game. This item is best used as an Attachment, especially since you can raise enough EXP to level up your PE Abilities on your own.

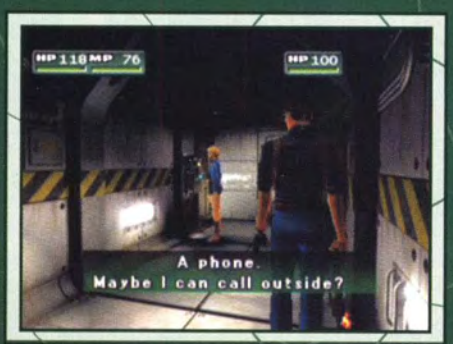


As you're running back from the Dumping Hole, freakishly deformed NMCs of all types leap out of the garbage. Use Combustion or Inferno to mop them up. The Creeping Strangers are instantly killed by electric shock, so cast Plasma or use the M4A1 Hammer to pulverize them in one attack.

There's a a real-time countdown during this time, with a voice declaring how many minutes are left until incineration. Pay close attention, leave the battle, and accept the BP penalty if less than two minutes remain.



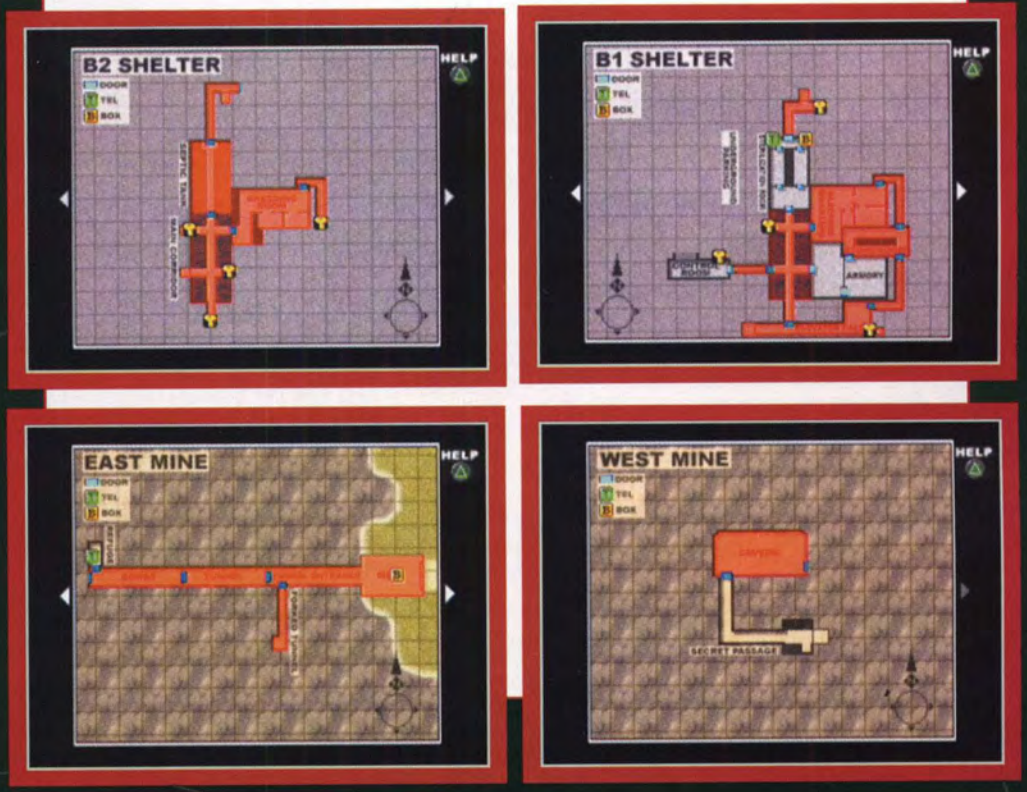
Continue to fight back out to the far end of the Garbage Incinerator, which is now full of more twisted NMCs. At the double doors, continue to press the X button until the lock is released from outside.



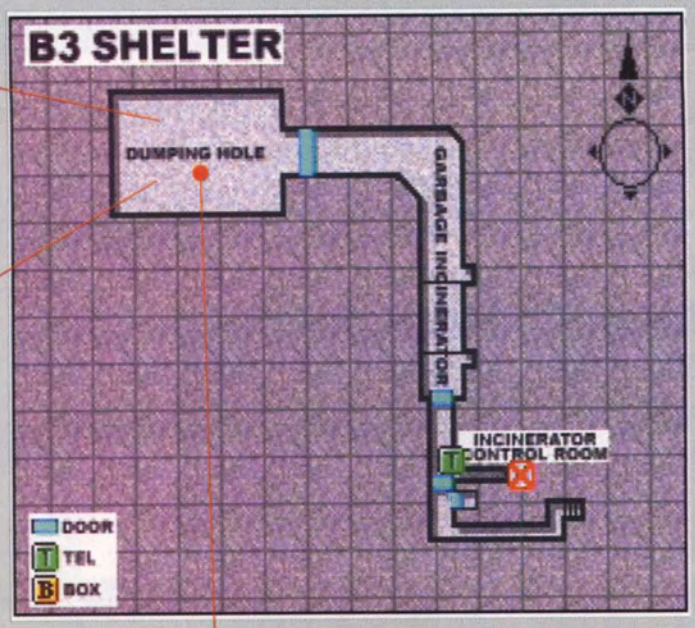
Kyle is Aya's savior. He has some new info, and he accompanies you through the B3 and B4 levels. Use the Phone nearby to let MIST know you're okay. The door at the end is locked, so head to the left and down the stairs to level B4.

[hot zone alert]

The roar of the Glutton apparently awoke NMC activity all over the Shelter and the Mine. But since you must detour through B4 to get back up there, it will be a long time before you can regain control of the situation.



B3 SHELTER MAP



[b4 shelter]

ITEMS: None

KEY ITEMS: None

ENEMIES: Mad Chaser, Slouch, Bog Diver, Mossback

FIND A WAY BACK TO B2



The stairs down from B3 take you through an empty sewage system. Kyle helps you exterminate Mad Chasers with his M4A1 Pyke (a flame-thrower). If his HP somehow reaches 0, it's Game Over. Do your best to protect him, and don't let him do all the fighting.

Go through the Lower Sewer and climb the ladder at the end. The Upper Reservoir is full, and you must open it so that Aya and Kyle can use the stairs. The panel at the end is the device to use, but what's the code?





PUZZLE SOLUTION: FLOODGATE CONTROL

Check the power box by the ladder from which you entered. There's a note attached that reads: "Rats, Roaches and Spiders drown. But first, count their legs, enter the total and raise the lever." Okay, that's simple enough. A rat has four legs, a roach has six and a spider has eight. The total is ***18****. Go to the control panel and enter this number. This opens the Floodgate, causing water to fill the Lower Sewer.*







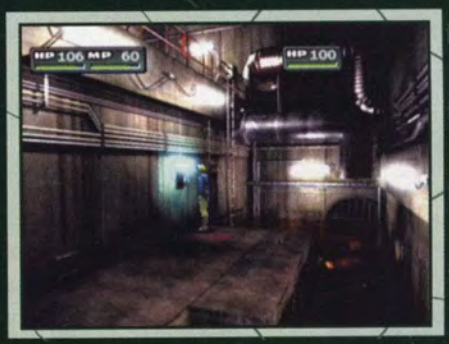
[hot zone alert]

Releasing the Floodgate allowed NMCs to pour into the Lower Sewer. Areas on B4 are red again.



Run down the steps and enter the gate. In the corridor named Water Supply, notice the gate to the east. *This gate leads back to Dryfield!* But it's locked for now, so head up the stairs and down the ladder to the west.

Climb down the ladder from the Water Supply and run to the far right. This takes you to a control panel, again asking for a code to open the "Fullmoon Gate." The code from the previous panel doesn't work. *Now* what do you do?



PUZZLE SOLUTION: FULLMOON GATE CONTROL

Check the power box near the exit; there's a note attached. It reads: "The code for the Fullmoon Gate is the day where you can see it shine." All right, then. Although there's no exact date that the moon is full every month, it generally occurs in the middle, or the 15th. Go to the control panel and enter this number. You can now return to Dryfield.

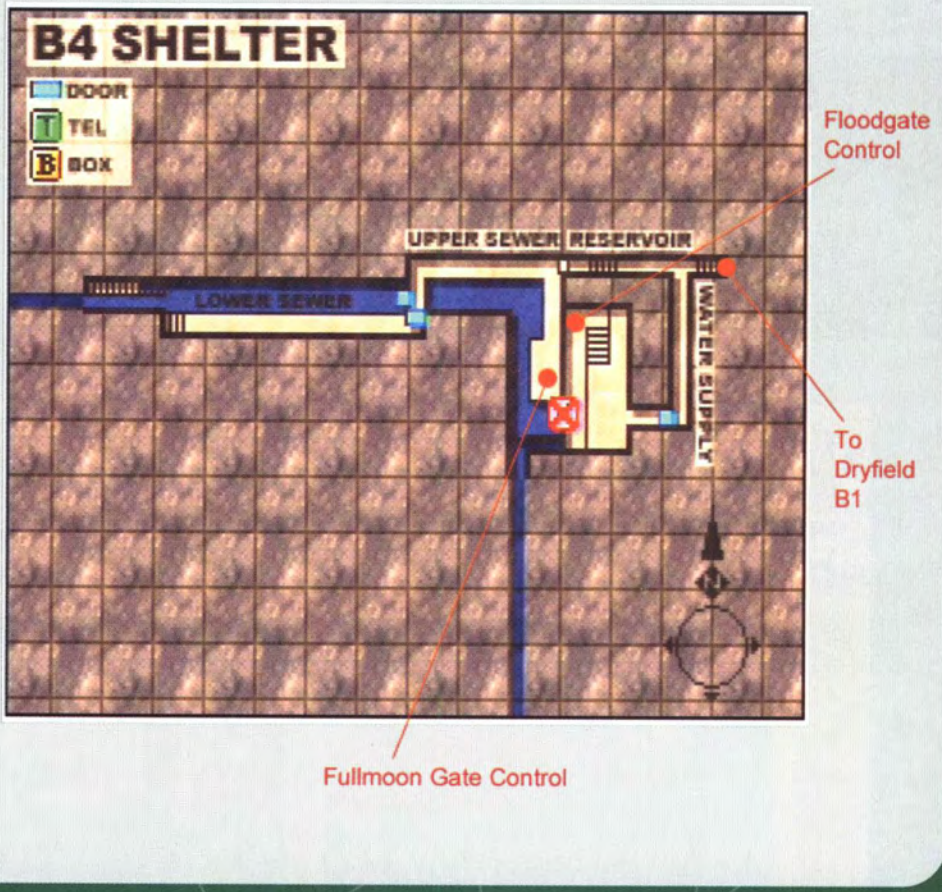




If you are interested in seeing the "True Ending," go back up the ladder and through the gates at the east end. If not, return to B3 and take the elevator back up to B2. This walkthrough continues to follow the "True Path." If it really doesn't matter, then you should avoid returning to Dryfield. Turn to the **[appendices]** section later in the book, and follow the short description of the "Sad Ending Path." However, there are greater items and more glory to gain in the "True Path."



B4 SHELTER MAP



[dryfield, return]

ITEMS: Ofuda, Tactical Vest, Lipstick

KEY ITEMS: SUV Key, Ice Bag, Bag of Water

ENEMIES: Mad Chaser, Scorpion, Brain Suckler, Blood Suckler, Scavenger, Zebra Stalker, Bat, Rat, Moth

CHECK ON DRYFIELD

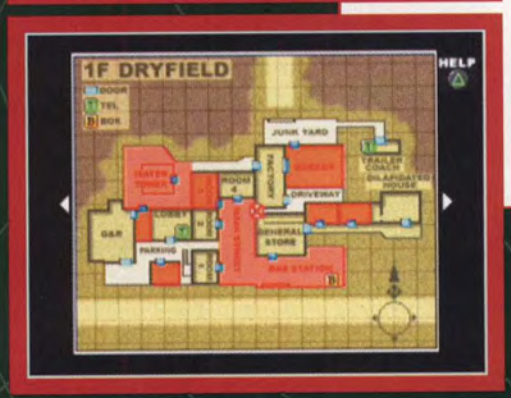
After exiting through the Fullmoon gate, Aya and Kyle suddenly find themselves back in Dryfield. So there's been a connection between the Shelter and the desert town all along! Kyle goes back into the Shelter, and he'll meet you there later.

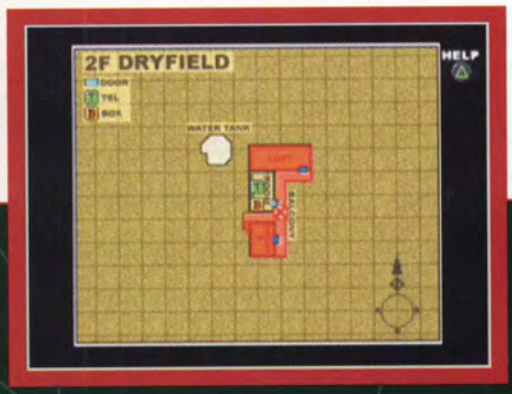




[hot zone alert]

Dryfield is full of NMCs once again, so check your GPS to see where. Notice the top of the Water Tower. It's active with NMC activity!





Use the rope and go up to the Driveway. If Flint lived through the Burner assault, then he greets Aya by the well. Something is wrong, and he leads Aya through the Factory to the Water Tower.





Climb the Water Tower to the top, where you'll spot Pierce Carradine of all people! Save him from the NMCs that have attacked, and he'll give you the **SUV Key**. However, your friend is still dying!

What you do right now is *very important.* If you save Pierce, you will continue along the "True Path" to see the best ending. But if you return to the sewers, you will team up with Kyle again and continue along the "Sad Ending Path." Eventually, you'll want to explore both paths, but this walk-through continues along the True Path.

To save Pierce, go to the Ice Vending Machine and get the **Ice Bag**. Bring it back to Pierce, and he will give you a **Cola** in return. *Bring two more Ice Bags to Pierce* to save him. For the second Bag, your friend turns over an **MP Boost2**. Does it feel like he's willing you his personal belongings? When you bring up the third Bag, he is feeling much better and gives you the **Ofuda** or "charm." Make sure you place this item in a slot on your armor. It's better to not use the item.



If you get the Ice Bag, and then dilly-dally by hunting NMCs on the way back to the Water Tower, you'll have nothing but a **Bag of Water**. Pierce will die if you bring a Bag of Water back to the Water Tower! Check the bag before you give it to Pierce in your Key Items. If it says, "Bag of Ice" then give it to Pierce; if it says "Bag of Water" then go get another "Bag of Ice" to replace it.

The Ofuda is another special item. With this item attached, you'll increase Aya's attack power with any weapon by 50 percent! If you use it, you will level up any Earth PE by 1. You are definitely better off attaching it.



With the SUV Key, return to the Gas Station area, where Pierce's vehicle is parked. You can unlock the back door to find the **Tactical Vest** and a **Lipstick**. You'll remember the Vest from the Akropolis Tower, and you should be happy to use this for the remainder of the game. You can attach the Lipstick to prevent SILENCE. You'll find another Lipstick later, and you can use that one to fill your MP and raise it by 1.

Don't forget to check on Mr. Douglas in his Trailer Coach. He has added many new and desirable items to his BP Trade List.

GARY'S LIST (DRYFIELD, RETURN)

WEAPONS

Name	Cost
P08 (handgun)	680 BP
MP5A5 (submachine gun)	6980 BP
PA3 (shotgun)	1000 BP
AS12 (shotgun)	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9 (bayonet)	980 BP
M203 (grenade)	2130 BP
Pyke (flame-thrower)	5180 BP
Grenade Pistol	1680 BP

AMMUNITION

Name	Quantity	Cost
9mm P.B.	50 qty	30 BP
9mm Hydra	50 qty	50 BP
Buckshot	10 qty	60 BP
Firefly	10 qty	90 BP
5.56mm Rifle	80 qty	100 BP
Grenade	4 qty	280 BP
Riot Grenade	4 qty	80 BP
Batteries/Fuel	N/A	(Reloaded for free)

ARMOR

Name	Cost
Shoulder Holster	2580 BP
PASGT Vest	2980 BP
EOD Suit	4580 BP

ITEMS

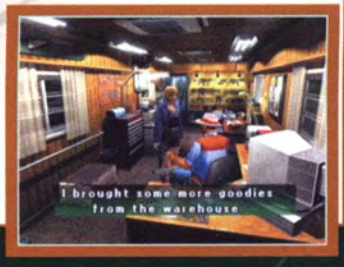
Name	Cost
Recovery1	100 BP
MP Boost1	320 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP



What to Buy

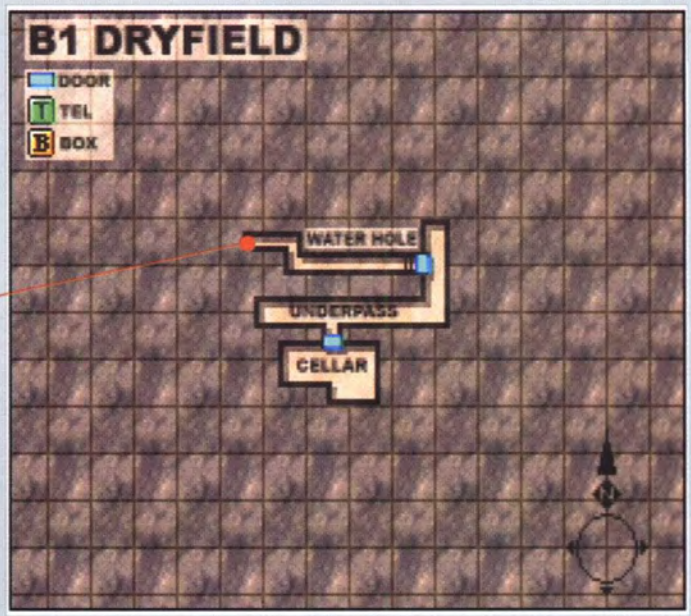
Without question, the MP5A5 is the ultimate 9mm weapon. It's a good investment, since you can expand its capacity. SMG Clip Attachments become available late in the game. The AS12 is the granddaddy of all shotguns, firing 20 rounds in a row. Reloading is painfully slow, but no enemies will be left to take advantage. Loading this thing with R.Slugs makes the game so easy; it must be a sin!

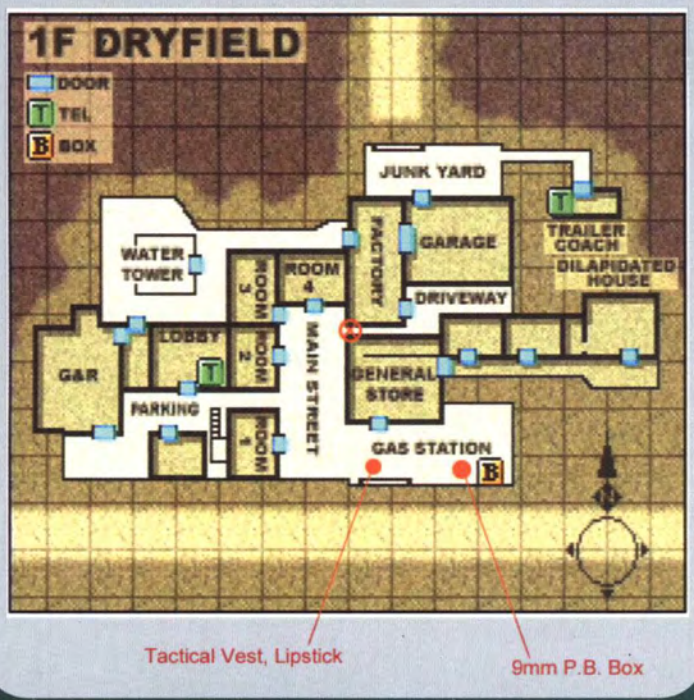
The Pyke is a flame-thrower attachment for the M4A1 Assault Rifle. It's cool to witness in action, but it's too slow and generally a waste of BP. The true value of the list is the M203 Grenade Launcher. This attachment for M4A1 enables you to finish off any enemy with a blast of 40mm vengeance. And at such a modest price, how can you refuse?

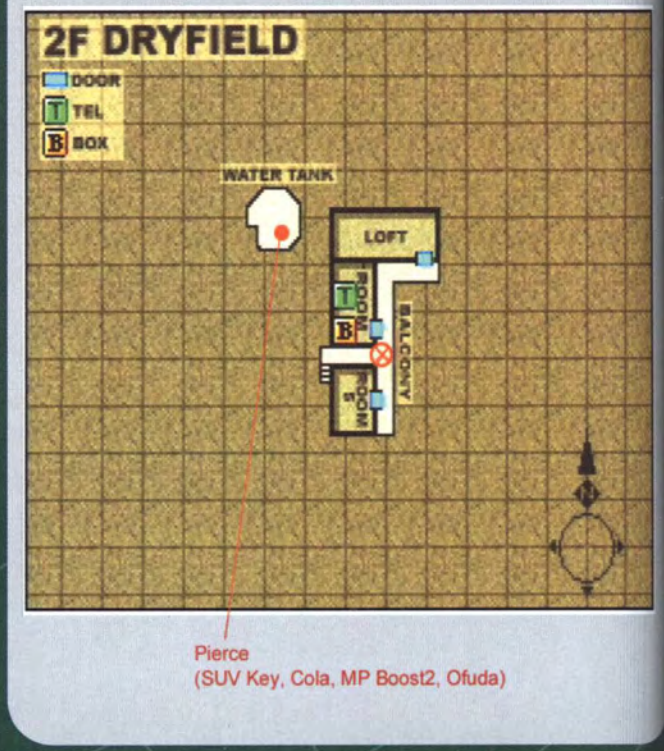


If you save Pierce, Kyle *won't* meet you in the Water Hole. Return to the Shelter Level B4, run back up to B3, and take the elevator to B1.

DRYFIELD, RETURN MAPS







[shelter, return]

ITEMS: None

KEY ITEMS: Bowman Card, Aeris (Sept. issue)

ENEMIES: Brain Stinger, Bog Diver, Mossback, Green Amoeba, Red Amoeba, Slouch, Mad Chaser, Creeping Stranger, Skull Stalker, Sucklerceph



Pay Attention:

You need to do a lot of travelling between levels of the Shelter now, so the walkthrough is no longer level specific. The current floor will usually be indicated.

FIND THE CREATURE

Now it's time to catch up with the creature that attacked Aya on B2. You were on your way to confront it when you were forced into the Dust Chute.



Return to B1 and go to the corridor north of the Storeroom. After a short scene, you confront your first Brain Stinger. This isn't a Boss fight, just a specialized monster. You'll encounter plenty of these from here on. The Brain Stinger summons a variety of Parasite Energy attacks, including Pyrokinesis, Necrosis, Healing, and some custom powers such as PARALYSIS ball and Death Touch. Wait until it's about to attack, and then use Necrosis or the Hammer to stun it. This will disrupt its attack, and you can pound it with gunfire until it starts to conjure again. When you defeat this particular Brain Stinger, you receive the **Bowman Card**.

Return to B2 and use the Bowman Card at the card reader in the Elevator Hall. You'll access a central Operating Room. Aya saw this room previously in a dream, and its chaotic condition indicates that her dream was pretty much true. Search the shelves on the north wall to find a **Ringer's Solution**. There's an **Eau de Toilette** in the labcoat hanging near the sterilized sink. Go through the southwest door.



The Bowman Card will open the Elevator Hall card door on level B2.



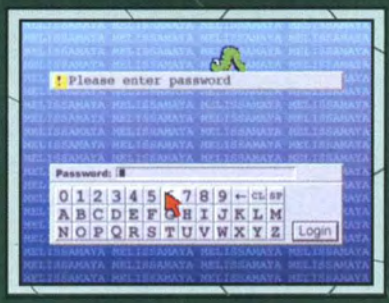
Search here for a Ringer's Solution.



Dig through the pockets of this labcoat for an Eau de Toilette.

The laboratory is an unkempt area. But there's a **Storage Box** and a **Phone** to use, as well as a laptop. When you check the computer, the screen shows a small worm crawling across and the word MELISSAMAYA is set as the desktop wallpaper. The screensaver is asking for a password. But if you try MELISSAMAYA, it doesn't work. What is the password, if not that?







PUZZLE SOLUTION: LAPTOP PASSWORD

Check the whiteboard in the Laboratory twice. A researcher named Yoshida has borrowed this month's issue of Aeris, which concerns the Cloud Anti-virus. (Both names are characters from Squaresoft's smash hit FINAL FANTASY® VII.*) The inchworm on the screen indicates the virus has hit the laptop. Go to the Sleeping Quarters on B1 and search Yoshida's bunk. You'll find the* ***Aeris (Sept. issue)****. Read this carefully, and you'll figure out how to enter the code.*

The Cloud virus takes the old password and rearranges it based on the number of letters it has, in alphabetical order. For every letter that appears in the password more than once, the number of occurrences comes after the letter. Following the example that is given, the old password MELISSAMAYA becomes ***A3EILM2S2Y****. Enter this code on the laptop to gain access.*





Upon entering the correct password, a menu opens up. Only option **"D) Visitor Program"** is accessible to Aya with the password she used. To get into this program, you must correctly answer three random quiz questions. Hope you've been paying attention to the plot thus far! There are 11 possible multiple-choice questions that may arise. Use the cheat-sheet below to weed out the correct answers.



Correct Quiz Answers:

- Mitochondria
- Melissa Pierce
- Mitochondria Eve
- ATP
- FBI
- Maternal gene
- Crustacean
- Mojave desert
- Vector
- H.Klamp
- Dryfield



Answer a question wrong, and you return to the previous menu. When Aya is "in," a short scene occurs where she finds out the terrifying truth behind all the carnage.

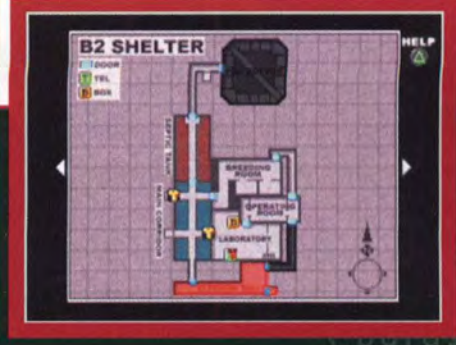
During the scene, the phone behind Aya begins to ring on its own. Pick it up, and Pierce will direct Aya to meet him at the B1 Pod Service Gantry. There's a red objective dot in that area on Aya's GPS, however, you might be slightly deterred with your NMC hunting.

[hot zone alert]

After getting off the phone with Pierce, NMC activity springs up in areas all across the Shelter, all the way back up into the Mines.









When you finally get the chance to go into the Pod Service Gantry, you get your first view of the gigantic Reactor Pod. Wait a minute, is that thing… *staring* at you?! Well, nothing you can do now. Continue through to the control room, where you'll spot Pierce at the consoles.

Pierce shows Aya how everything works. There's an ANMC greenhouse beneath the Shelter called **Neo Ark**. A source of tremendous neo-mitochondrion power is emanating from there. You must take out the field generator to shut down the Neoteny Project once and for all. When Pierce finishes with the didactics, return to the ARKCAM system and go through all the cameras once more. Using this system, you can unlock several areas and disable all of the Watchers! Follow these instructions if you're lost:





ARKCAM A: Unlock the Parking Lot door.



ARKCAM C: Engage the lift to Neo Ark.



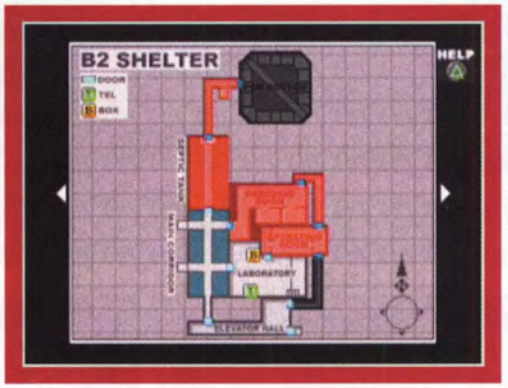
ARKCAM E: Turn the security system OFF.

Use the Phone on the opposite side of the room to save. It's now time to find Neo Ark so you can put an end to the insane Neoteny Project. But a few dozen ANMC baddies stand between you and Neo Ark.

[hot zone alert]

ANMC activity and repopulating is going to become incredibly strong from here through the end of the game. Hot Zones are not so widespread anymore, though.









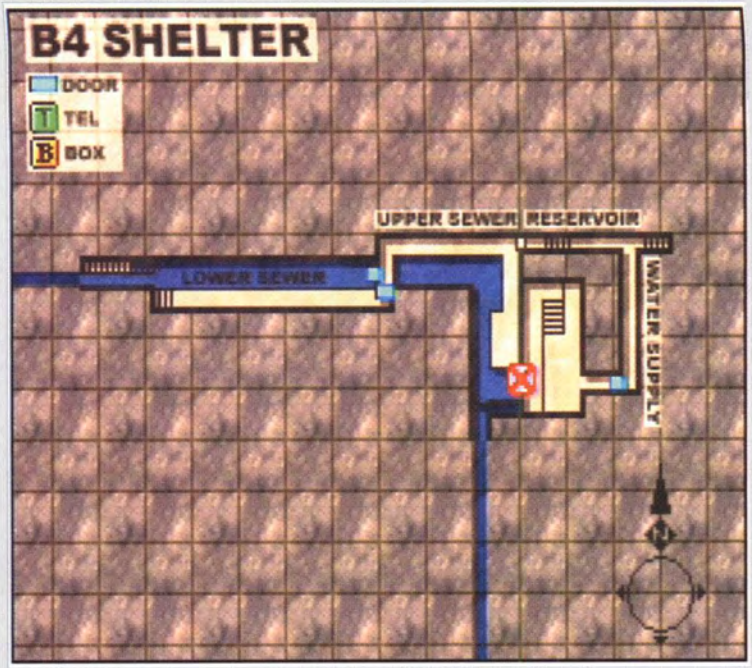
NEO ARK PREP

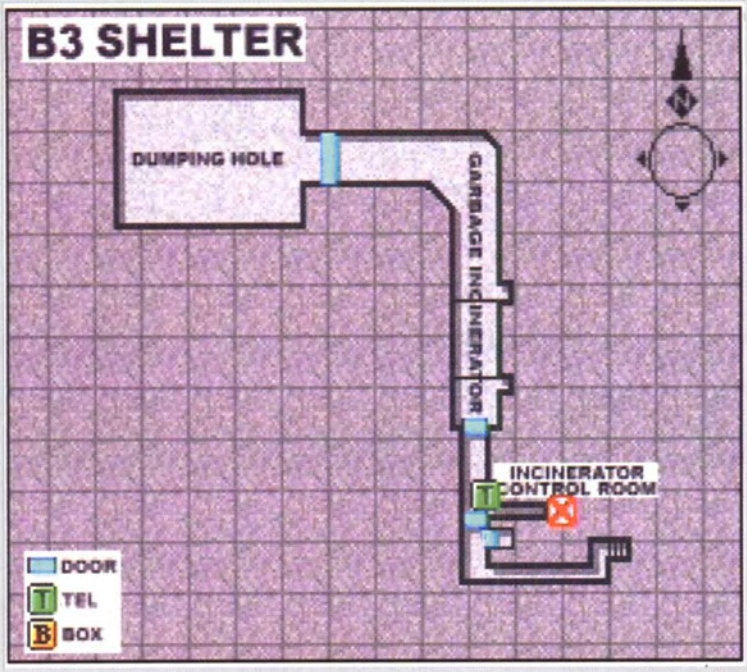
There are no Phones or save points in the ANMC environment, so plan to go the distance. The few items that you find will mostly come from your battles with ANMCs inhabiting the forest domain. Return to the Armory and stock up on ammo for your weapon of choice. I strongly encourage you to work with the M4A1 with Hammer attached, but you can also get by on the MP5A5 with Hydra Rounds. You need some stun system to kill your opponents, and either weapon will help. Fill your inventory to the max on Recovery and MP Boost items.

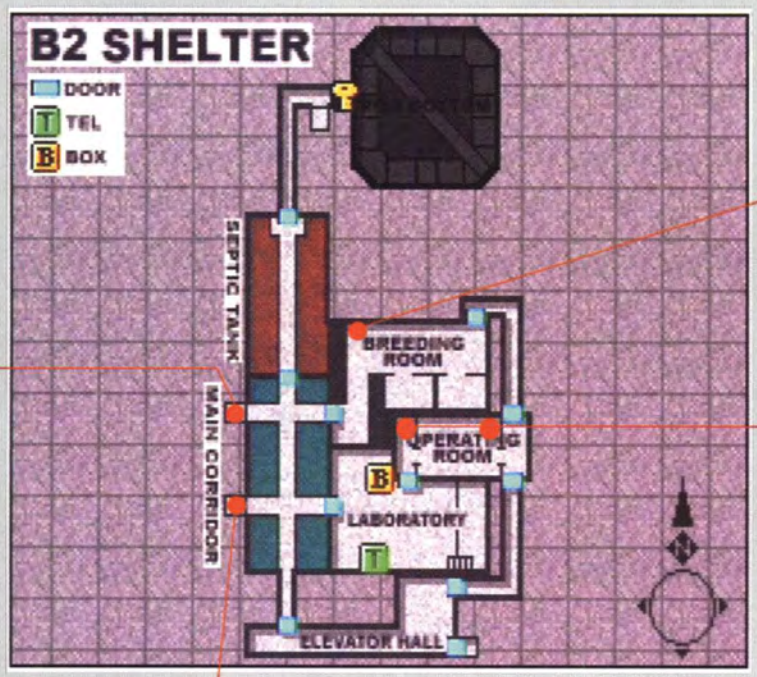
To find Neo Ark, return to the B2 Main Corridor and move toward the lift marked Ark. If you haven't unlocked it already using the ARKCAM system, Pierce does so on your behalf. Take the lift down to the ANMC roaming ground known as Neo Ark.

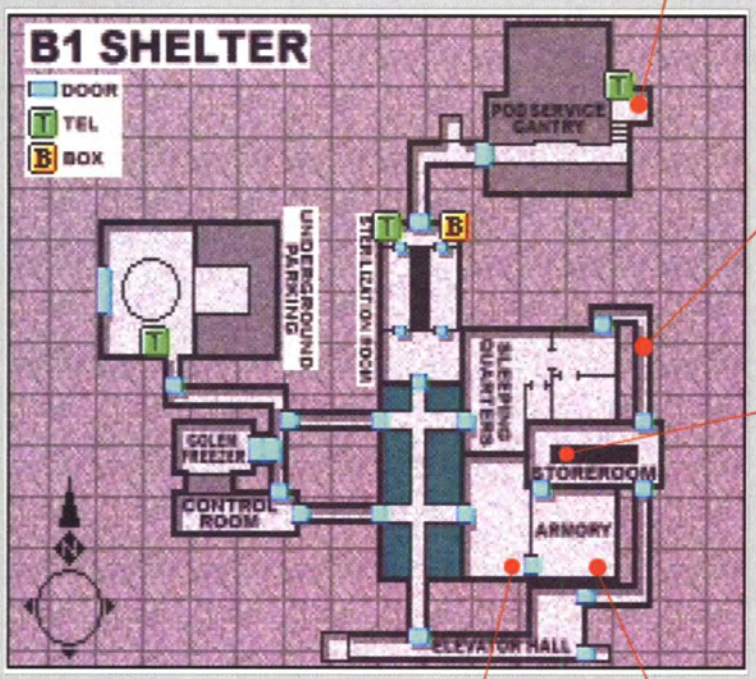


SHELTER, RETURN MAPS






B2 SHELTER
DOOR
TEL
BOX
SEPTIC TANK
MAIN CORRIDOR
BREEDING ROOM
OPERATING ROOM
LABORATORY
ELEVATOR HALL
9mm P.B. Supply Box
Neo Ark Lift
Particular Area Lift
Eau de Toilette, Ringer's Solution


B1 SHELTER
DOOR
TEL
BOX
ARKCAM System
POD SERVICE GANTRY
Bowman's Card
UNDERGROUND PARKING
STERILIZATION ROOM
SLEEPING QUARTERS
9mm P.B. Supply Box
GOLEM FREEZER
CONTROL ROOM
STOREROOM
ARMORY
ELEVATOR HALL
BP Vending Machine
9mm P.B., Hydra, Buckshot

[neo ark]

ITEMS: Lipstick, Skull Crystal

KEY ITEMS: None

ENEMIES: Chaser, Moth, Scorpion, Black Beetle, Horned Stranger, Bog Diver, Sea Diver, Mossback, Beta Generator, Proto Generator

ELIMINATE THE POWER SOURCE



"WELCOME TO NEO ARK!" The booming voice and the strange automatic tour program gives a chilling insight into the madness behind the Ark. The north area is sealed off for now, so take the south stairs. As you're passing through the lower areas, you can search anywhere along the glass for descriptions of the ANMCs. "If you could be made into an ANMC, which one would *you* be?" Sheesh!

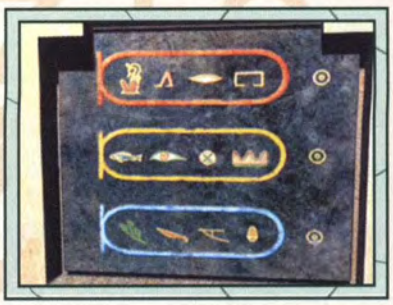


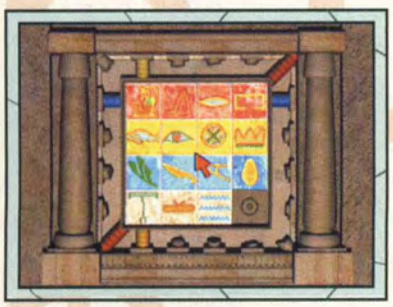


Continue to a door marked "Shrine," and enter. The empty Shrine leads to a locked door. To open it, you must solve an extremely complex puzzle.

PUZZLE SOLUTION: THREE PRAYERS TO THE SHRINE

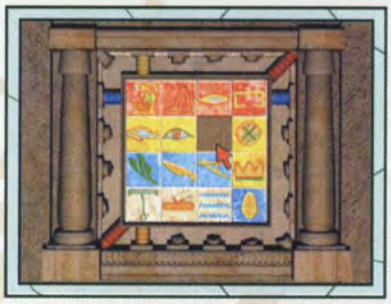
A standing tablet with a design on it is directly across from the exit door. This is the key to solving the puzzle. Keep this book open and refer to the screenshot to keep from running back and forth.



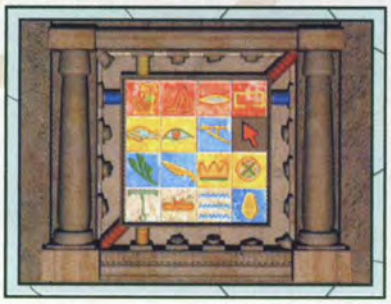


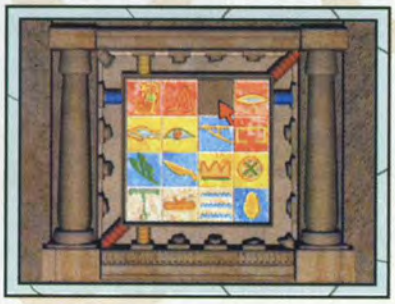
Return to the Shrine and go to the south branch, where you'll spot the puzzle on the south wall. The solution to this puzzle is threefold. You must rearrange the sliding squares so that they connect the three circuit cables, noticeable at the sides of the frame. The blue cable runs across the top, the yellow down the left side, and the red runs diagonal from the bottom-left to the top-right. You must connect them one at a time.

The basics of handling a sliding-square puzzle involve looking at the puzzle as a whole. To move a square across the puzzle, gradually slide unimportant pieces out of the way. Keep making a space to move your primary square in the direction you want. To fit the last piece in, rotate squares in a circular pattern. To move squares to the places you need, slide the other squares out of its path, and form a strategy to move the squares in jumps.



To move a blue piece up, move the pieces along the right side down. Then move the yellow "circle-X" to the right.

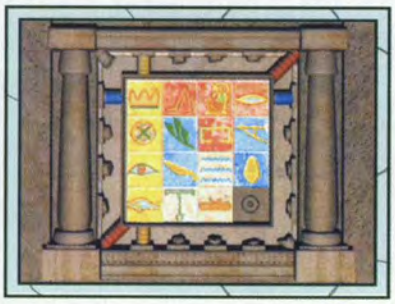




Now move the blue piece up, and move the two yellow pieces under the blue square.

Move the corner red square down, and slide the second red square to the right. Now you can move the blue piece into position.

When the colored squares are in the proper order in the correct line on the board, move the "space" to the bottom-right corner so that the double-circle symbol shows. Then you will trigger one of three events to happen, depending on the color aligned. Connecting the yellow circuit with the squares causes a panel to open in the ceiling, and Black Beetles attack you. If you're low on HP, avoid this. Yet this is necessary in order to kill 100 percent of the enemies.





Lining up the blue squares along the top causes a brief tremor. Disengage from the puzzle a moment and run north. You'll find a stone sarcophagus has slid into the path. Search it twice to receive an **MP Boost2**. The sarcophagus slides back into its niche when you move a square over the double-circle symbol on the puzzle-board.



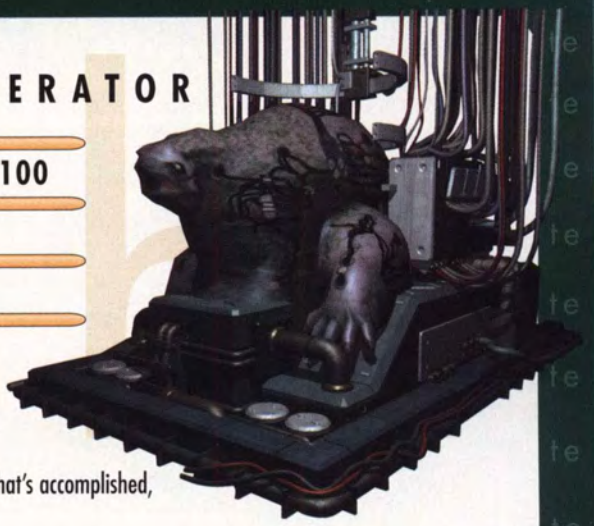




You must arrange the red line from the top-right corner to the bottom-left corner. Strategize to have your space on the bottom side when the red tiles are in line to avoid starting over. When you align the red squares, the exit door to the west opens.

The Power Plant houses a giant ANMC, which acts as a power generator for Neo Ark. By destroying this creature, you're probably just putting it out of its misery

BOSS FIGHT: PROTO GENERATOR



HP: 500 **EXP: 200** **BP: 100** **MP: 100**

ITEMS: Recovery3

ATTACKS: None

There are Watchers scattered around the room protecting the Generator. If you failed to deactivate the security, then you must destroy all of these. The Generator is invincible until you destroy the control panel in the back. Once that's accomplished, simply shoot the immobile monster until it's dissolved.







Yet there's still another source of power. If you check your GPS map, you'll see that the Power Plant remains a hot zone. There must be another ANMC Generator on the other side! You must go through the north portion of Neo Ark to reach it.

While returning to the Observatory, a fire alarm goes off because of the havoc you created in the Power Plant. The exit in the North Promenade is now open.

In the Forest Zone, one of the Horned Stranger species leaps into your path. When fighting these creatures, don't wander too far during the fight or other Horned Strangers will join in. Because of the way they leap out, they always have the advantage, while you're delayed for a split-second to raise your weapon. Stun them and then give them about three bursts as they rise. The continuous fire of the MP5A5 keeps them at bay until they're dead! You can hit these enemies for double the damage if you strike them at their backs. Two or three grenade shots in the back should take each of them out.





There's a small gate in this area leading to the south. Through a winding and twisting path full of more leaping adversaries, you'll find the walled-in central Pyramid. Near the entry is a tombstone-like object. Search it, and spin the dial several times until the carving's edges match. This "clock" provides you with an important numbering system to solve a puzzle later. Following the system, a dot equals 1 and a mark equals 5. Thus, two marks and two dots equal 12. Get the idea?







Take a look around the Pyramid to see your objective. Search the areas to the right and left of the steps for tidbits of information. Go up onto the piazza to find four colored panels and a curious statue. There's nothing to solve at this point, so return to the Forest Zone area and continue west.



In the Pavilion, avoid Bog Diver crossfire by staying close to the edges and zapping them with Pyrokinesis. Notice that there are *two* gates leading out of the south side of the Pavilion, but the bridge is only connected to *one*. Another clue is on the tablet by the Submarine Tunnel entrance, as shown in the following screenshots.





Head south across the bridge to the Garden area. Bog Divers and Black Beetles abound, but with Pyrokinesis and Plasma at Level 3, you should have little problem disposing of them. The Garden has an elevator, but you can't descend from here. A map of Neo Ark is next to that, so enter it into Aya's GPS. Notice the Island structure in the middle of the lake. If only you could reach it somehow...

The back door of the Power Plant is locked. The final clue in the puzzle that's been forming is on another tablet right beside the door. Can you figure out how to solve the puzzle?







PUZZLE SOLUTION: PYRAMID PUZZLE

Return to the Pyramid and combine the clues you've accumulated to unlock the door. The clock carving near the Pyramid is the key, the tablet next to the Power Plant is the solution, and the Pyramid is where you bring it all together.



Run around the Pyramid top, stepping on the colored tiles in the order they are listed on the tablet near the Power Plant. The order you will follow is: ***red, yellow, blue, white, blue, white, red, yellow, white, blue, yellow, and red.*** *Aya will then hear a sound in the distance. Return to the Power Plant to find the open door.*

[hot zone alert]

This alert actually covers two ANMC infestations. You see some areas turn red again after you've read the tablet near the Power Plant, and again after you've solved the Pyramid Puzzle. Maggots will surprise you at the Pyramid's base.

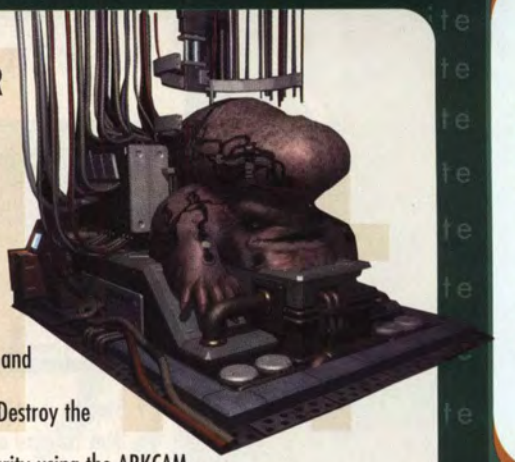






Return to the Power Plant and enter the back door. Before you head up those steps, you'll find a **9mm Hydra Supply Box** in the back. Stock up before and after your next encounter.

BOSS FIGHT: BETA GENERATOR



HP: 750 **EXP: 400** **BP: 200** **MP: 100**

ITEMS: MP Boost2

ATTACKS: None

The tactic here is basically the same as for the Proto Generator, except this one is a bigger and sturdier customer. To kill the ANMC, you must first obliterate the control panel in the rear. Destroy the Watcher units along the walls before running too far into the area. If you disabled the security using the ARKCAM system, the Watchers won't cause any trouble.







[hot zone alert]

The Power Plant is finally clear, but ANMCs have come out to play in several areas. Getting back to the Observatory will be difficult. Notice the red chamber under the Observatory.

FANTASY ISLAND (NOT QUITE!)

There's a somewhat optional Boss to fight if you want. To do so, move the bridge out to the Island. You'll receive a great reward if you do, and this is strongly recommended for a more successful game.

To move the bridge, you must solve a second Pyramid Puzzle. The key is the tablet in the Pavilion beside the Submarine Tunnel entrance.



PUZZLE SOLUTION: PYRAMID PUZZLE



1. Step on the blue stone six times. Walk forward and backward for ease.



2. Step on the white stone two times.



3. Step on the red stone three times.



4. Step on the yellow stone five times.



5. A lever appears at the statue; lower it.



6. The bridge slides down the Pavilion, connecting it to the Island.



Return to the Island. You must fight the Bog Divers from the bridge, although standing at the south end is advantageous. On the Island, search the plant at the south for a **Lipstick**. Then go to the trap door, open it, and climb down.

In this small Diver's Chamber, you must fight four consecutive Bog Divers. Make sure you have one or two MP Boost2s attached to your armor so that you don't run out of Pyrokinesis-casting ability. Watch the windows as you fight, and you'll see the mother of all Bog Divers swimming around outside, waiting for its chance to get you!



BOSS FIGHT: GRAY STALKER

HP: 2000 **EXP: 400** **BP: 1000** **MP: 15**

ITEMS: MP Boost2

ATTACKS: Lightning Sweep





The biggest of the Divers requires you to use several shots of Combustion. Inferno Lv.3 inflicts close to 600 HP damage. However, you can *completely replenish* Aya by casting Life Drain Lv.3 at the outset, and incidentally you'll cause 400 HP damage to your foe.



When you see electricity crackle at its mouth, start running. Much like the Burner, this monster will sweep the area with lightning. You can stay ahead of it if you're steady. Aside from Fire PE, a shotgun loaded with Firefly shells inflicts a considerable amount of damage.



You also receive points for all of the Bog Divers killed along the way. Search the murky waters to find a **Skull Crystal**. This item increases attacks and defense by 20 percent. Attach the Ofuda and Holy Water too, and you've got an indestructible, blonde, 5'8" killing machine!



You have one last stop in Neo Ark. Return to B2 on the lift. As you do so, the frozen "corpses" seen earlier come back to life. Soon, GOLEM Soldiers will have overtaken the Shelter and Neo Ark!



Don't panic, however; you should be able to return to the Armory and restock, as well as save on a phone somewhere. Buy plenty of Grenades to make life easy from here on. Then return to the Main Corridor in B2, get on the lift marked "Particular Area," and ride down.



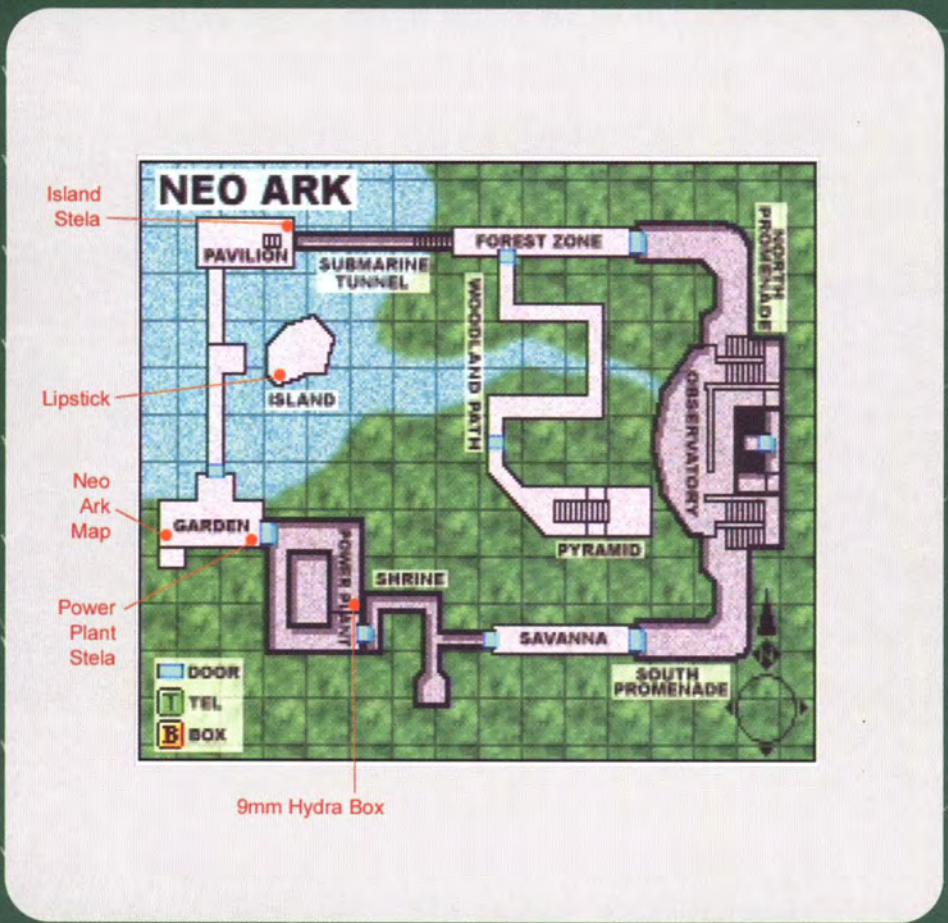


Aya will get caught between two Derangement Speakers. Each time you see the air go wavy, Aya begins to lose MP. Quickly blast the Speakers to avoid this, even before destroying the Watchers. Use Airburst Grenades or Buckshot for the quickest results.



Go to the rounded elevator door and enter. On the descent, you can read Aya's thoughts by going to the door and pressing the X button several times. When the bottom is clearly reached, exit.

NEO ARK MAP



[b6 shelter]

ITEMS: MD Player

KEY ITEMS: Pierce's Memo, Electric Car Key

ENEMIES: Mossback, Derangement Speaker, Puppet Stinger, Pawn GOLEM, Rook GOLEM, Knight GOLEM, Bishop, GOLEM, Watcher, Mad Chaser, Maggot, Skull Stalker, Slouch, Creeping Stranger, Black Beetle, Mossback, Brain Stinger

SAVE THE CHILD





In the Reverberation Corridor, more Derangement Speakers will attempt to siphon MP. Don't worry about them; all you need to do is kill the Mossback to end the battle. Please note, however, that the Speakers are worth extra EXP and count in the total enemy percentage. Thus, if you are more inclined toward points, destroy the Speakers *before* the Mossback.

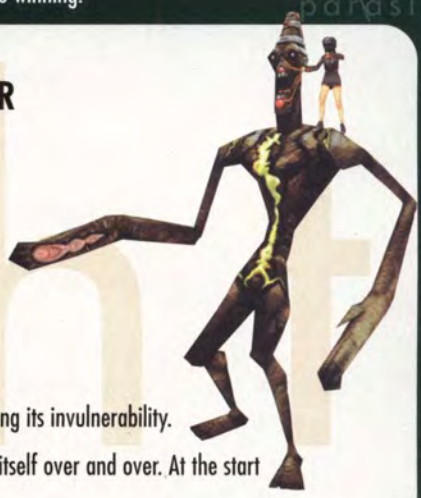
You may have noticed the small person at the back during the battle. She runs into the next room. Before you pursue her, prepare for another tough Boss battle. Be prepared to use either Grenades or a shotgun with plenty of R.Slugs. Regular ammo is helpful, but just isn't the key to winning.

BOSS FIGHT: PUPPET STINGER

HP: 4000 EXP: 1000 BP: 500 MP: 100

ITEMS: MP Boost2, Eau de Toilette

ATTACKS: Single beam, Double beam, Trident beam, Pyrokinesis Lv.3, Inferno Lv.1





The most difficult thing about this Boss is overcoming its invulnerability. The Puppet Stinger casts Antibody and Healing on itself over and over. At the start of the battle, there's not much to do about it.

First, destroy the two Derangement Speakers on either side of the room. Aya needs all the MP she can get.

The Puppet Stinger is basically a huge and more powerful version of a Brain Stinger. The Double Beam and Trident Beam are easy attacks to avoid; they will *always* burn across the floor along the same paths. Stand just within the outside beam and remain there to be safe from both types. The one attack you need to worry about is the Single beam, which follows Aya around the room. After outrunning this attack, return to your safe point for the other beam attacks.



You can thwart any other attack attempted by the Puppet Stinger by using heavy firepower. As it begins to conjure any type of Parasite Energy, blast it with a Grenade. This interrupts the attack. By blasting, you will also prevent the monster from casting Healing or Antibody again. Thus, the Puppet Stinger becomes easier to kill. Cast Energy Shot to make every blast count.



A constant barrage of Grenades will kill the Puppet Stinger in short order. But, if you have a limited supply, fire only when it begins to attack.

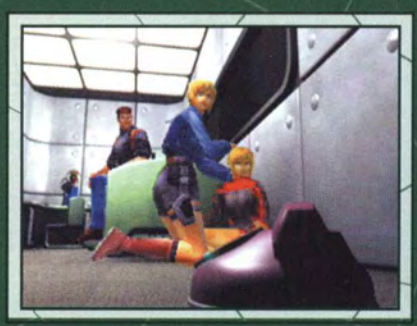


After the battle, the girl flees once again as Aya is distracted by the reappearance of Kyle. The two follow the girl into the Nursery, where her identity is revealed as Eve.

During the next scene, Pierce calls on the Phone. He sounds desperate, and needs you back at the Pod Service Gantry on B1 right away. Save your game if you don't want to face the Puppet Stinger again.







Talk to Kyle about Eve. Then walk past him and search the back area. There's a **Ringer Solution** hanging from the I.V. stand and a **MD Player** in the drawers. Attach the second item to avoid CONFUSION or BERSERKER status abnormalities. BERSERKER is pretty fun with the MP5A5, so we'll leave it to your preference.



Speak with Kyle once more, and then move back to Eve. At this point, the lights go out and GOLEM Soldiers invade the room. Kyle blasts out an exit for the ladies, and stays behind for a hero's last stand.







In the next room, Eve stares at a tank. Her HP appears on-screen. As the room slowly fills with gas, she will begin to cough, and her HP will diminish. If the room is obscured by gas, Eve won't follow Aya, no matter what you do. So timing is important, because if Eve dies the game ends!

First, scour the medicine cabinets in the corner for a **Protein Capsule**, and then run back to Eve. The girl won't respond until you examine the tank she's staring at. Aya gets an ugly view of an aborted clone of Eve.





Run back to Eve and talk to her. Aya convinces the girl to leave her "friends," but leading her over to the lift is touchy. You must *walk* to the lift, *every inch of the way*. Eve will gradually follow. When she's on the lift, examine the control panel and go up.



FOLLOW EVE

When the lift reaches the blinding sunlight of Neo Ark, Eve goes crazy and runs off. (Remember the 9mm Hydra Supply Box nearby in the Power Plant if you need to stock up.) Now it's time to follow Eve.



[hot zone alert]

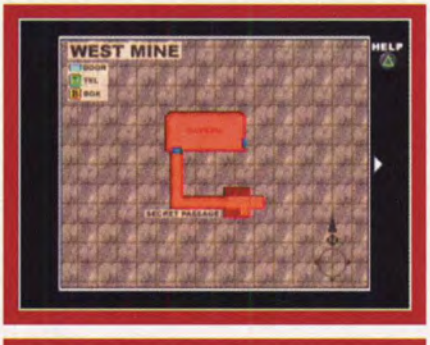
Neo Ark and all levels of the Shelter are full of ANMCs. You should also pay a visit to Dryfield again. Make your struggles easier by returning to the Pod Service Gantry ASAP, and deactivate those Watchers!







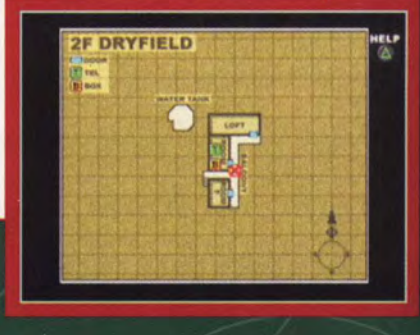














As you cross the bridge, take note of the dying NMCs everywhere. What can this mean? Finish them off for some extra BP.

In the Submarine Tunnel a victorious No.9, who has the girl slung over his shoulder, confronts Aya. Follow that monkey-man!





You'll see several Horned Strangers gasping their last breath around the Forest Zone. A Pawn GOLEM is roaming the grounds. Try to shoot him in the back while you have the chance. Pause your game if you need to, and review the section on GOLEMS in the **[bounty roster]**; you'll be fighting little else for the remainder of the game.

PURSUE NO.9

When you can take a break from your intense GOLEM battles, return to the Pod Service Gantry to check on Pierce. He must have been chased off by GOLEMS, but he left a note on the Phone. Search there for **Pierce's Memo**. Read the memo in your Key Items screens by pressing the Triangle button. *You must make a phone call as soon as you get the note!* If Jodie answers, then you're still on the True Path.



No.9 is fleeing the Shelter with Eve. To pursue, you must go through the Underground Parking area. While you're in the Pod Service Gantry, use the ARKCAM system to unlock the door on B1 if you haven't already. Also, shut off the security system again to make life easier.



Refer to the GPS to find the path to the Parking Lot, but note that a Knight GOLEM will attack en route. The initial stranglehold/POISONING-from-behind is unavoidable. The thing to do thereafter is get your back against a wall, and wait for it to reappear so that your gun is aimed right at the GOLEM.

At the Parking Lot, remember to make that phone call if you haven't already. Then examine the open control box next to the large door to the east to find the **Electric Car Key**. But where is the stupid car? Examine the Call Box again. You'll see a control panel with four colored buttons at the bottom, and next to them is a button marked "CALL." Push **red, green,** and **yellow** (make sure that the blue light is off!), then **CALL**. A lift will bring up a box containing a **Belt Pouch**. Now go back to the Call Box and light up **blue** and **yellow** (making sure that the green and red lights are off), and then press **CALL** once more. This brings up the electric car. Run to the circular doors opposite. On the panel to the right, swipe Bowman's Card to open the exit. Go to the electric car and press the X button to go on your way.



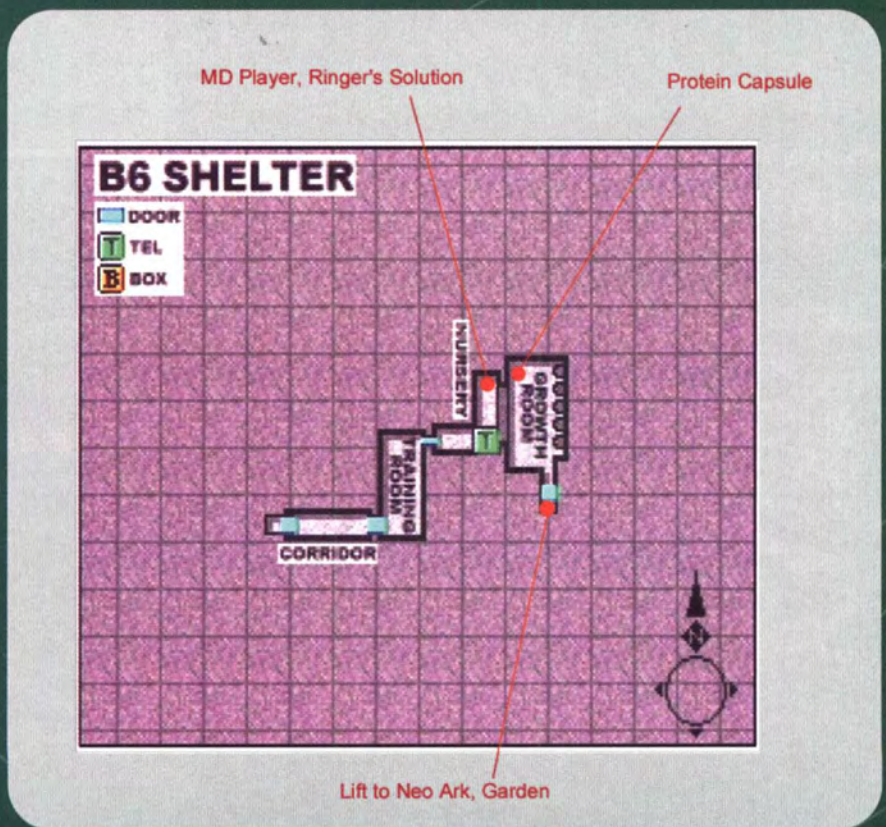


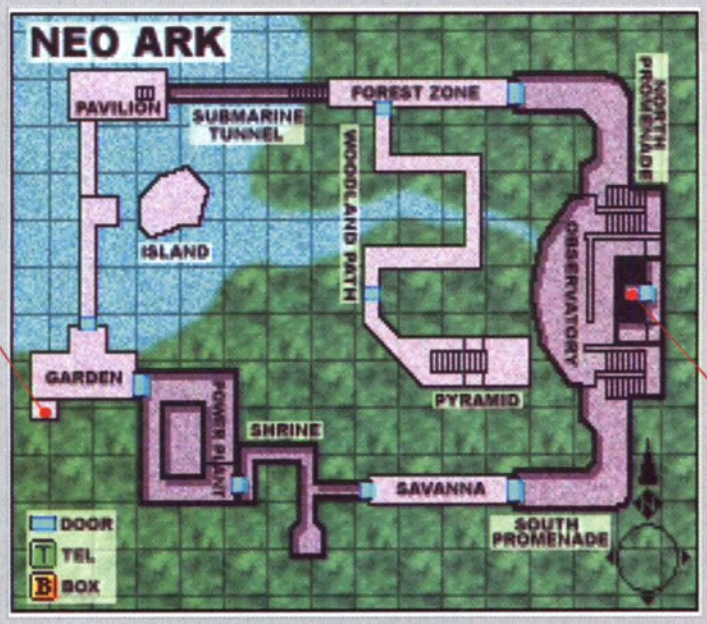






B6 SHELTER MAPS





Exit from B6 Shelter

Lift to B6 Shelter



Pierce's Memo

ARKCAM System

Gate Panel

Electric Car Key, Call Box

9mm P.B. Supply Box

BP Vending Machine

9mm P.B., Hydra, Buckshot

[If shelter]

ITEMS: None

KEY ITEMS: Teddy Bear, Mr. Douglas' Letter

ENEMIES: Knight GOLEM, Pawn GOLEM, Rook GOLEM, Bishop GOLEM, Watcher

REACH THE MARINES



Aya stops the electric car in the corridor because a large door blocks the path. The gate is locked, so you must go through the Air Lock. Be prepared to face a Knight GOLEM in here, and remember to back into a corner for the best chance of survival.



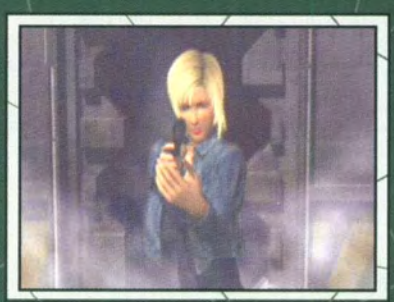
In the Vehicular Air Lock, Aya finds No.9's motorcycle. Search it to find Eve's **Teddy Bear**. Please pardon Aya's language—she's under duress.



Go in the Guardroom to the south, and press the lever to release the Air Lock. Now return to the previous chamber and continue west.

In the Bulwark, the team-up between two Rook GOLEMs can cause some headaches. Place the sword-arm Rook between you and the grenade-arm Rook. When properly done, the sword-arm Rook gets pelted with CS Grenades. Take down the grenade-arm Rook as fast as possible, and go back to finish off the other. Afterward, search the control panel to the left of the big doors to escape to the Heliport, where...





Oops, we can't tell you! But don't worry, you'll enjoy the short cinematic quite a lot.

GET PERMISSION TO GO BACK

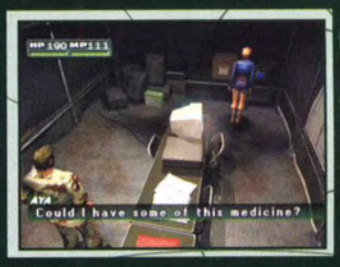
Aya is next seen in the 2nd Lieutenant's Tent, trying to explain the whole mess. Although he's not buying most of it, the Commander gives Aya permission to reenter the Shelter to find Eve. Check the inside of the Tent and search everywhere if you want to make the 2nd Lieutenant really mad.

Go to the communications officer at the control console, and ask to use the Phone. Then search the opposite side of the Tent to receive **4 Airburst Grenades** and a **Ringer's Solution**. Exit the tent.









If Flint lived through the Burner assault in Dryfield, he'll meet Aya outside the Tent. Take the **MP Boost2** he offers, and then read **Mr. Douglas' Letter**.

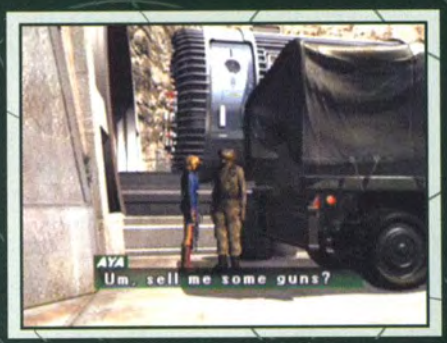




You'll find that Jodie has flown in just to provide assistance. She's rounded up all of the items you left in Aya's car, the truck, and the Bronco Room 6 cabinet.

Ask the soldier standing on the other side of the Tent if you can have some ammo. You can stock up on **9mm P.B., 9mm Hydra, Buckshot, 40mm Grenades,** or **5.56mm Rifle Rounds** as much as you want!





Head back toward the Shelter, but diverge to the right before reentering. The Sergeant-at-Arms behind the truck will sell you whatever items you lack.

SERGEANT AT ARMS LIST (HELIPORT)

WEAPONS

Name	Cost
MP5A5 (submachine gun)	6980 BP
SMG Clip Holder	3980 BP
PA3 (shotgun)	1000 BP
AS12 (shotgun)	12500 BP
M4A1 Rifle	2450 BP
Rifle Clip Holder	1800 BP
M9 (bayonet)	980 BP
M203 (grenade)	2130 BP
Pyke (flame-thrower)	5180 BP
Javelin	7500 BP
Grenade Pistol	1680 BP

ARMOR

Name	Cost
Turtle Vest	1680 BP
PASGT Vest	2980 BP
Combat Armor	3250 BP
Tactical Armor	12800 BP
Aya Special	8000 BP

AMMUNITION

Name	Quantity	Cost
9mm Spartan	50 qty	80 BP
Firefly	10 qty	90 BP
R.Slug	10 qty	120 BP
Airburst	4 qty	450 BP
Riot Grenade	4 qty	80 BP
Batteries/Fuel	N/A	(Reloaded for free)

ITEMS

Name	Cost
Recovery1	100 BP
Recovery2	180 BP
Recovery3	350 BP
MP Boost1	320 BP
MP Boost2	580 BP
Penicillin	80 BP
Stim	80 BP
Combat Light	60 BP
Pepper Spray	100 BP
Flare	150 BP

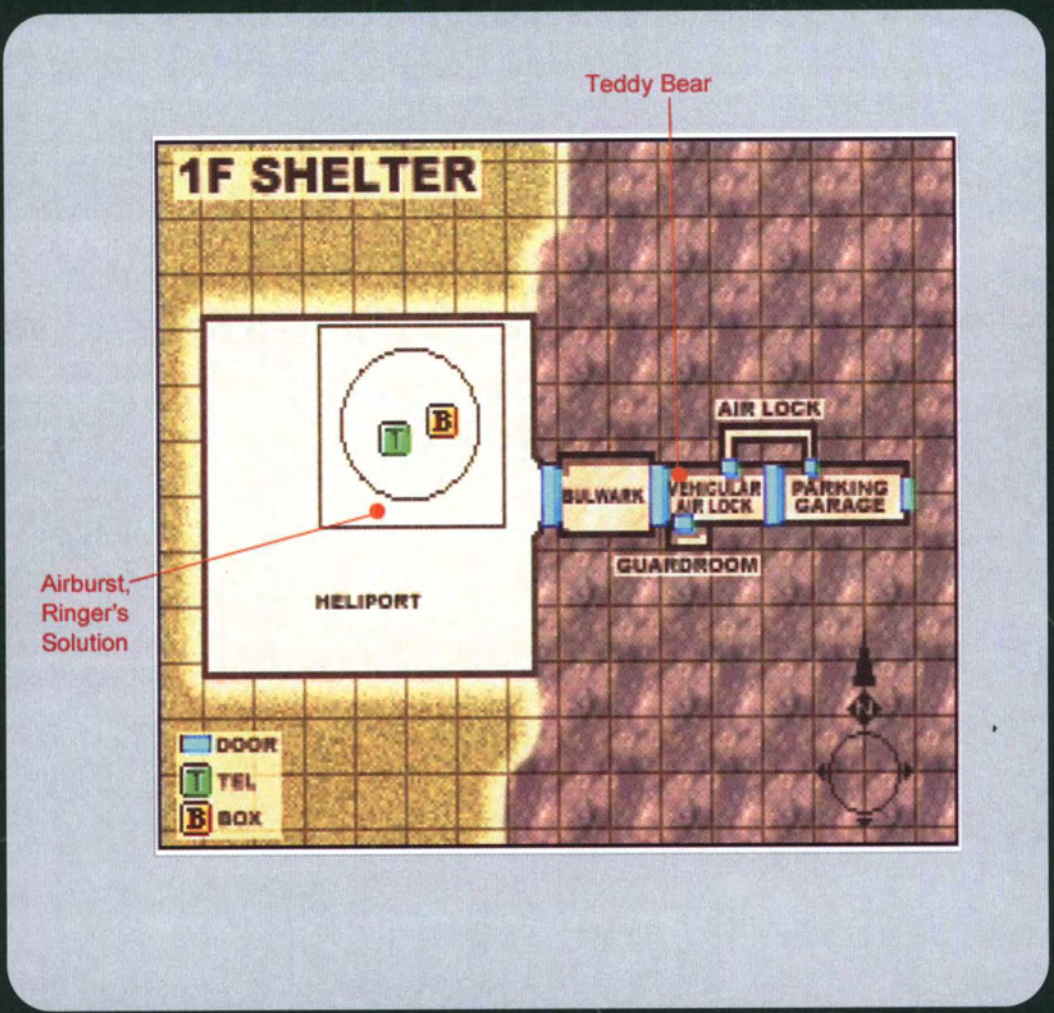
FINAL STAGE PREP

What do you take into a lair of nothing but GOLEMS and the final Bosses? The Javelin attachment is the perfect item to complete your M4A1 collection. It's a laser gun mount that cuts through GOLEMS of all types like you wouldn't believe! Purchase it if you must. However, if you still have the Medicine Wheel, attach it and you can get the Javelin for free! That's right, FREE! And we'll tell you *how*, later.

The main thing you're probably lacking is Items. Make sure you have plenty of Recovery2 and MP Boost2, as well as Penicillin and Stims. Otherwise, go with your preferences. If you're a 9mm believer, then purchase one or two SMG Clip attachments. Purchase the maximum capacity of Spartan rounds, and take a full load of Hydras for backup. Because 5.56mm rounds are now free, this is probably the best time to buy the M4A1, if never before.

Also, purchase the M203 Grenade Launcher and as many Airburst as you can for the final battles. If you're a shotgun-loving fool, then it's about time to purchase the awesome GOLEM-slaying, Boss-beating AS12. Take 200 R.Slugs back into the Shelter with you, and you're guaranteed to sail right through!

1F SHELTER MAP



[finale]

You have to be just a little nervous going back into a place that you know for certain is inhabited by some of the toughest enemies in all of videogame history. But stay cool. Memorize the tactics in the GOLEM section of the **[bounty roster]**, and you should do all right. There are several things you can do to improve the outcome of your game, especially if Flint and Pierce are still alive

[hot zone alert]

The Marines sealed off several areas of the Shelter, so your hunting is relegated mostly to the B2 and Neo Ark levels. If you actually have the courage to clear all the levels before facing the final Bosses, then happy trails and best of luck!







RETURNING TO THE SHELTER



If Flint is still alive, the dog will help you out one last time. Before you leave the military camp in the 1F Shelter Heliport, give Flint the Teddy Bear you found. He'll follow you through the shelter.



In the 1F Shelter Heliport before you go back in, the soldier to the left of the giant doors will thank Aya for saving his life in New York. If that's not encouraging, I don't know what is. Then use the panel to the right of the big door to enter.



Use the electric car to return to the Parking Lot, and answer the ringing phone. The supply truck will then move into the Parking Lot momentarily. In fact, it will be here if you go to the Sterilization room and return.

To enter the final Battle, make your way straight to the Pod Gantry doors on B1 although Aya will be hesitant to enter. Use this opportunity to determine your readiness. Return to the Parking Lot and restock if you're unsure.



RESCUE THE SOLDIER

If Flint accompanies you into the Shelter, you'll stumble across a blinded soldier in the Sterilization Room. Flint will lead the soldier out of the Shelter



Once this is done, you can meet the Sergeant-at-Arms in the Parking Lot. He's moved his entire truck in here, strictly for your benefit! If Flint has rescued the blind soldier, the Sergeant will add some items to his supply list in gratitude. What a good dog to have around! Either weapon is the ultimate of its kind, but can you afford the price tag? Stock up on ammo, and go back to rescue Eve.

SERGEANT AT ARMS LIST (PARKING LOT—BONUS ITEMS)

WEAPONS

Name	Cost
M249 (rifle)	15800 BP
MM1 (grenade launcher)	23500 BP

RESCUE PIERCE

That's right, your wimpy sidekick Pierce needs you to bail him out of trouble one last time. The reward for doing so is that you get to see the most satisfying and most complete ending to the game.

If you brought three Ice Bags to Pierce at the Dryfield Water Tower, and if you found his Memo and called Jodie about it, then Pierce will be hiding in the GOLEM Freezer. Enter and speak to him, and then leave. Talk to the Sergeant-at-Arms later in the Parking Lot to find out that Pierce got out of the Shelter okay.





FREE JAVELIN

If you're still interested in a free Javelin (and you'd be crazy not to be), then attach the Medicine Wheel and fight the Rook GOLEM in the corridor south of the Operating Room. You receive the **Javelin** as a Bonus Item for defeating it!



If you were born ready, then enter the Pod Service Gantry. After a long scene, you must take the lift down to B2 and enter the Pod Bottom. Be ready for a Bishop GOLEM to attack in the B2 corridor outside the Pod Chamber.

THE FINAL BOSSES

The finale of *Parasite Eve II* comes in two rounds. You must fight a monster called the Reactor, and then the final Boss will rise up to confront Aya.

Weapon Considerations

Since there are two long and furious battles to come, bring two sturdy guns and full supplies of the most powerful ammo for both.

Weapons Suggestions (Must Have Two)

- The AS12 with R.Slugs.
- The MP5A5 with two SMG Clip Attachments and 500 Spartan rounds.
- The M4A1 Rifle with Grenade launcher attachment, with 100 Airburst and 100 Grenade Rounds, plus 800 5.56mm rifle rounds. The Javelin should be recharged just in case you need to switch attachments between battles.
- The M249 with 800 5.56mm rifle rounds.
- The MM1 with 100 Airburst and 100 Grenade Rounds.

Armor Considerations

Armor is really a matter of preference. If you use a lot of Parasite Energies when you fight, then buy an armor with a high MP bonus. The PsySuit or Aya Special will be good for this. If you're not good at healing, then hopefully you bought the EOD Suit from Gary Douglas. This armor contributes an amazing +100 HP. Those of you who pay more attention to your weapon collection than armor will be able to get by with the Tactical Vest, but you should consider purchasing the ultimate Tactical Armor. Although the built-in HP counter will be useless, Aya will take much less damage and she will raise her gun even faster.

Inventory Considerations

When you enter the Pod Service Gantry for the final time, make sure all 20 inventory slots are full. That's the best way to approach the finale. The following list gives you an idea of what's most important to attach to Aya's armor.

Item Attachment (By Priority)

1. Multiple ammunition types for the weapon(s) to be used
2. Protein Capsules
3. Ringer's Solutions
4. Cola
5. MP Boost2
6. Recovery3
7. Recovery2
8. Recovery1
9. MP Boost1
10. Skull Crystal
11. Ofuda
12. Holy Water
13. Penicillin
14. Stim
15. MD Player
16. Lipstick



REACTOR

Defeating the Reactor with ultimate success lies not in how quickly you can destroy the creature as a whole, but in shooting off each body part one at a time. You can only acquire the total BP and EXP you gain from this battle if you concentrate on the limbs and exterior parts of the Reactor before finishing it off. The only other tip we can give you is *when you see the core open, run!*

INTERMISSION

There is all the time in the world between battles to recoup and reload. Switch to a more powerful weapon with a full reserve of ammo. Use a Ringer's Solution or Protein Capsule to bring Aya back to full health. When you are ready to begin the final battle, search the catwalk for a control panel with a shining orange light. Use this to extend a bridge across the top portion of the gantry. *Extending the bridge begins the final battle!*



FINAL BOSS

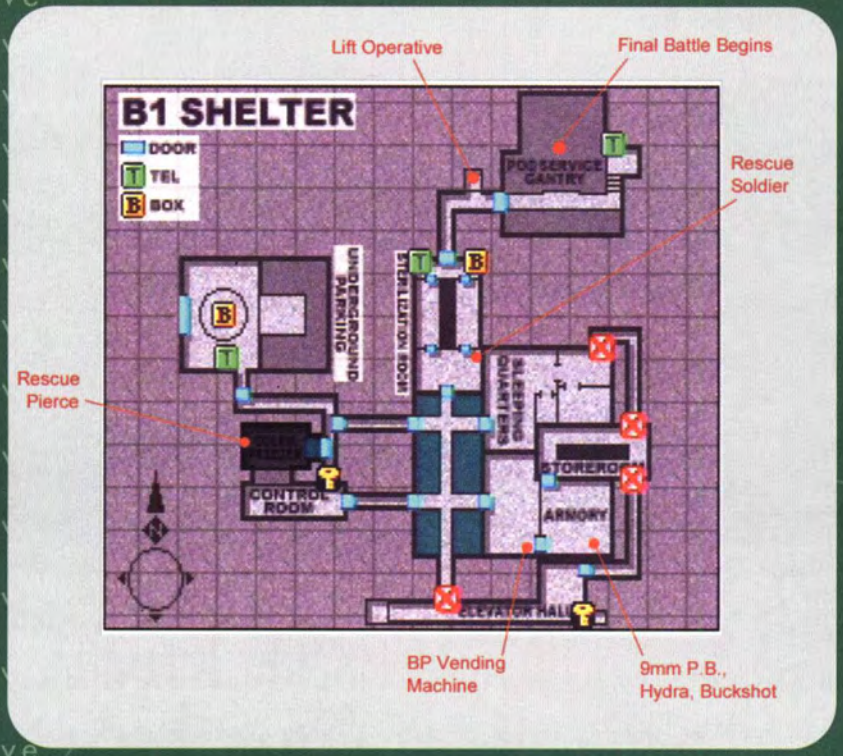
From the ashes of the Reactor will rise the final Boss. This is an extremely quick and powerful creature. If you've made it this far, you undoubtedly have the skills and reflexes necessary to end your first game. Just don't get cocky!

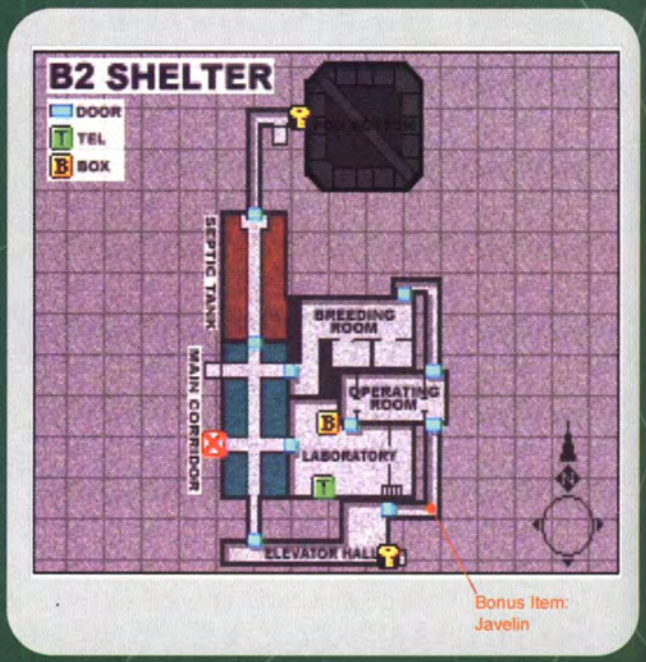
Stick to the outside of the area, and don't step on the bridge. Look for the final Boss's attacks, and get to know the pattern they follow. When you're about to get attacked, run! If the screen goes all wavy, shoot your enemy! There are other ways to gain a serious advantage over the final Boss. We don't want to spoil this fight for you completely, so keep a sharp eye out for key moments to strike.

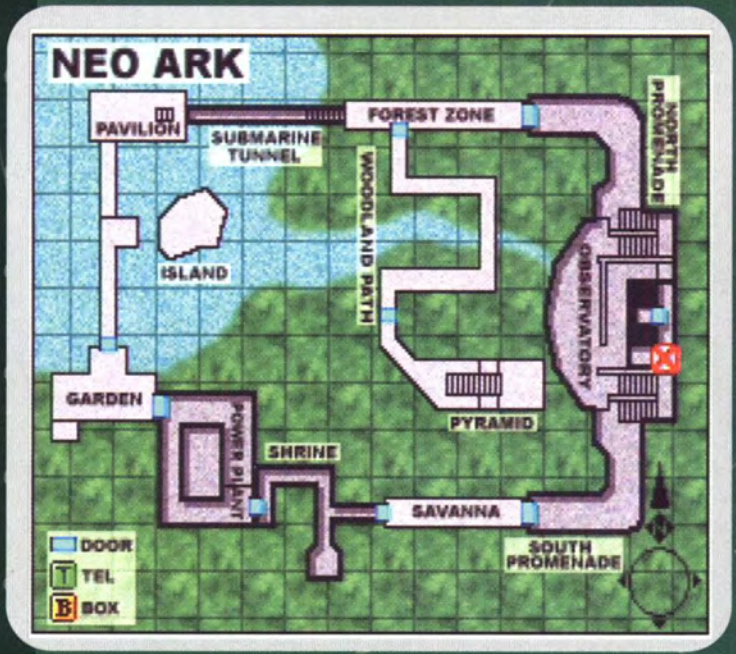
THE END

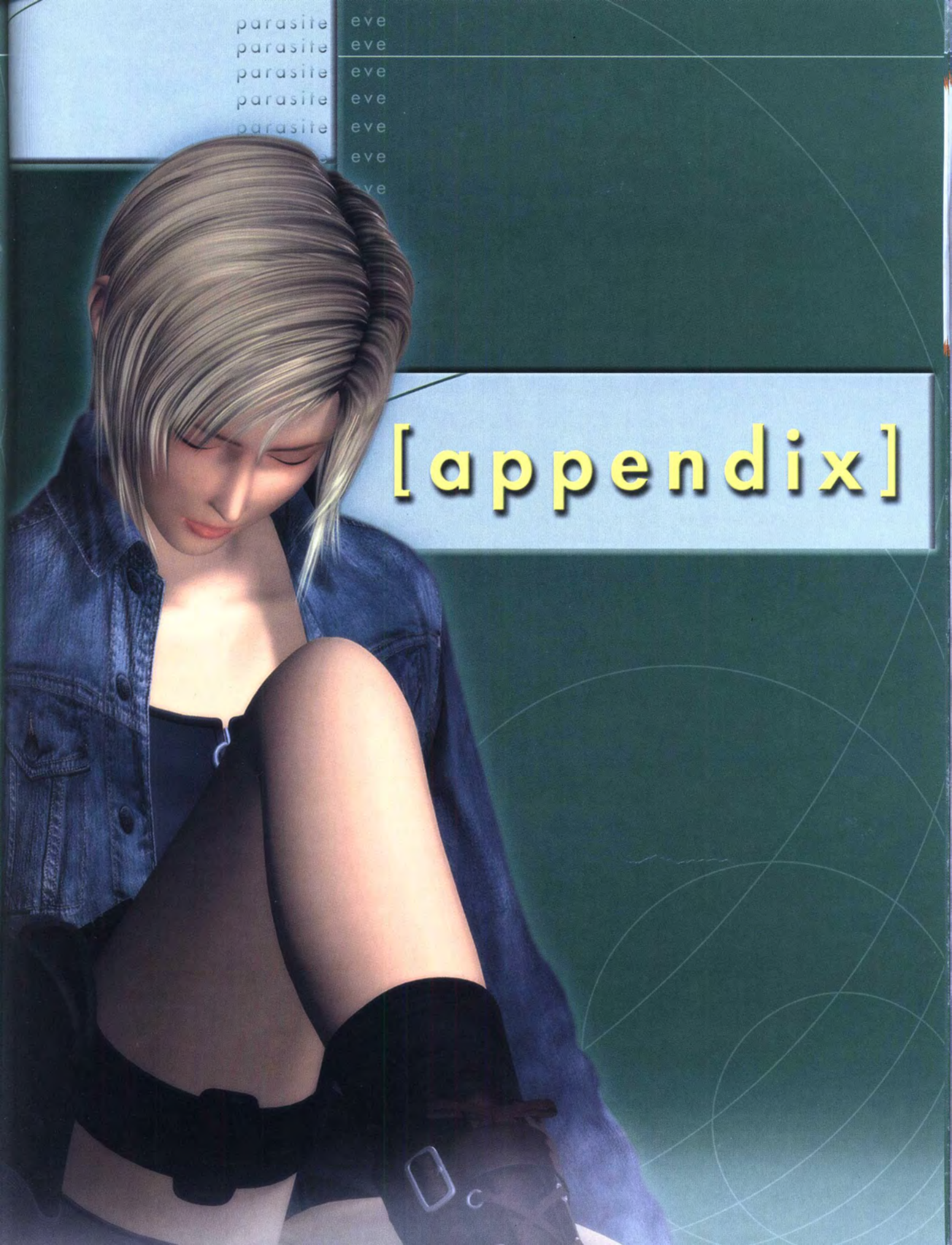
Not long after defeating the final Boss, the war will end. If you followed the walkthrough contained in this guide very carefully, then you should achieve the "True Ending." If you responded to all of the Hot Zones and cleared the game of all enemies, you'll receive the best rank possible for your first game. To learn more about the other endings, bonus items and ranking, continue reading in the **appendix** immediately following.

FINALE MAPS


B1 SHELTER
DOOR
TEL
BOX
Lift Operative
Final Battle Begins
Rescue Soldier
Rescue Pierce
POD SERVICE GANTRY
UNDERGROUND PARKING
VENTILATION DUCT
SLEEPING QUARTERS
STOREROOM
CONTROL ROOM
ARMORY
ELEVATOR HALL
BP Vending Machine
9mm P.B., Hydra, Buckshot


B2 SHELTER
DOOR
TEL
BOX
SEPTIC TANK
MAIN CORRIDOR
BREEDING ROOM
OPERATING ROOM
LABORATORY
ELEVATOR HALL
Bonus Item: Javelin


NEO ARK
PAVILION
SUBMARINE TUNNEL
FOREST ZONE
NORTH PROMENADE
WOODLAND PATH
ISLAND
OBSERVATORY
GARDEN
POWER PLANT
PYRAMID
SHRINE
SAVANNA
SOUTH PROMENADE
DOOR
TEL
BOX


parasite eve
parasite eve
parasite eve
parasite eve
parasite eve
eve
[appendix]

[path variations]

As discussed at one point in the [walkthrough], there are different paths that the game will take if the player performs certain tasks. While the complexities of path variations are somewhat boggling, there's a simple way to view it.

If you return to Dryfield from the B4 Shelter level and save Pierce, then you are headed for the "True" or "Normal" endings. This is the path as followed in the walkthrough. If you do not return to Dryfield at the right time, you are headed for the "Sad" ending.

The "True" or "Normal" paths involve a lot more help from Pierce, probably because he's grateful that you saved him. The "Sad" path involves a lot more teamwork between Aya and Kyle, because Pierce is missing for the second half of the game. The difference in the game is thoroughly discussed in the following sections.

THE NORMAL PATH



The Normal path is different from the True path in only one respect. You must return to Dryfield from the B4 Shelter level and save Pierce. You meet him again in the Pod Service Gantry area, exactly as described in the [walkthrough]. After returning from Neo Ark, return to the Pod Service Gantry and pick up **Pierce's Memo**. However, *do not* make a phone call until you reach the military base in the Heliport area. In other words, you've picked up the Memo and ignored what it implies. You will *not* find Pierce in the GOLEM Freezer. This path enables you to

THE SAD PATH

The player can branch off into the "Sad" path by not returning to Dryfield from the B4 Shelter level.

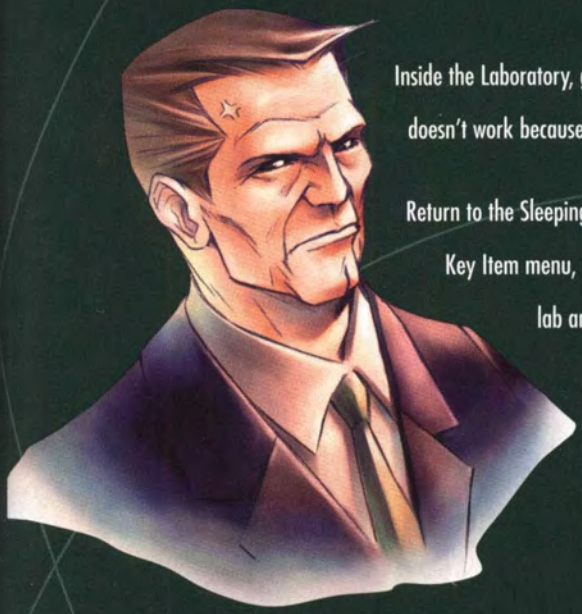
This causes the rest of the game to operate much differently. Kyle takes on a much bigger role, and the relationship between he and Aya develops more fully. However, the ending is abrupt and *somewhat* unsatisfying.



This branching begins in the B4 Shelter, when Aya is exploring with Kyle. You don't need to solve the Fullmoon Gate puzzle at this time, just return to the B3 Shelter level with Kyle. Use the button to cancel the emergency, and take the elevator.

Kyle lets Aya off at the B2 Shelter level, and gives her the **Yoshida Card** (which is only available in this path). You must go through the Main Corridor, Breeding Room, and the Operating Room to reach the Laboratory using the Yoshida Card where necessary.





Inside the Laboratory, go to the laptop and attempt to access it with the password MELISSAMAYA. Unfortunately, the password doesn't work because of a virus. Check the whiteboard in the room for a clue on how to enter the password.

Return to the Sleeping Quarters on B1 and check Yoshida's bunk to find the **Aeris (Sept. issue)**. Read this item from the Key Item menu, and then return to the lab and input the correct password (**A3EILM2S2Y**). After a successful login, select **D) Visitor Program** (all others are inaccessible). Aya must now answer three multiple-choice questions, picked randomly out of eleven. The only correct answers follow; choose them by process of elimination. If you've been paying attention all along, you can't miss.

Correct Quiz Answers

- Mitochondria
- ATP
- Crustacean
- H.Klamp
- Melissa Pierce
- FBI
- Mojave desert
- Dryfield
- Mitochondria Eve
- Maternal gene
- Vector



A brief scene then occurs, one in which Aya finds information in the system. Kyle then calls her on the Phone directly behind her. Check the GPS to determine his position in the Pod Service Gantry.



Kyle shows Aya the gigantic NMC pod and explains what they must do to bring this nightmare to a close. Continue across the Gantry to the control room. There's a machine called the ARKCAM System in the far right corner of the room; use it to view several areas and unlock several doors.

To access the different cameras, examine and press the buttons along the right side of the screen. To deactivate security in any area, move the cursor to the bottom-left corner of the screen. Examine and press the sensor button to change the security status.



ARKCAM A—Unlock the Parking Lot door.



ARKCAM C—Engage the lift to Neo Ark.



ARKCAM E—Turn the security system OFF.

Go with Kyle to the lift in B2, labeled ARK. You cannot hunt for NMCs with Kyle; you must go straight from the Pod to Neo Ark, and a full-scale Hot Zone Alert is in effect after leaving the Pod Service Gantry. Use the lift to go down. Kyle cannot enter Neo Ark, so Aya must go alone from there. You must leave the area and return so that Kyle can disappear.



Now you can return to the Shelter and hunt NMCs. Plus, you can go to level B4, solve the Fullmoon Gate puzzle (input 15, then pull the lever), and enter Dryfield. You can see Pierce's SUV near the Gas Station, but the Infomanagement Specialist is nowhere to be found. Make sure you stop by Gary's Trailer to see what new items he has for you to buy.

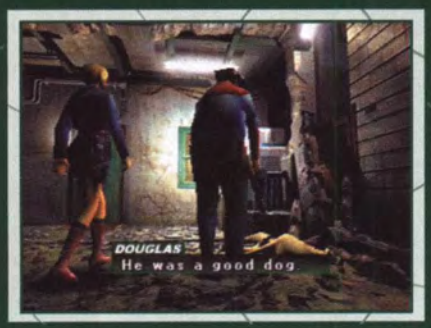
The rest of the game proceeds much as it does in the [walkthrough]. There will be no Memo from Pierce in the Pod Service Gantry. When there is a phone call in the Nursery, no one will be on the line. After No.9 abducts Eve, you can go straight to the Parking Lot without returning to the Pod Service Gantry.

When Aya steps out of the 2nd Lieutenant's tent, Rupert will be outside (instead of Jodie). Talk to Rupert and he will give you the **Mongoose .44 Magnum** and **24 .44 Maeda SP rounds**. Magnum bullets become available to purchase, but you cannot get 40mm Grenades or 5.56mm Rifle rounds for free. The game proceeds normally from there until you reach the ending.



THE FLINT VARIATIONS

There is also a slighter sub-variation involving Flint the dog. If you defeated the Burner Boss in a good amount of time, then Flint will be alive. If not, then Flint ends up dead. This changes the item that Mr. Douglas gives you before you leave for the Shelter. If Flint is alive, Douglas gives you the **M950 Machine Pistol**. If not, Douglas lets you find the **Chicken Plate** in the trunk of the old green sedan beside his trailer. Both are pretty decent items in their own ways.



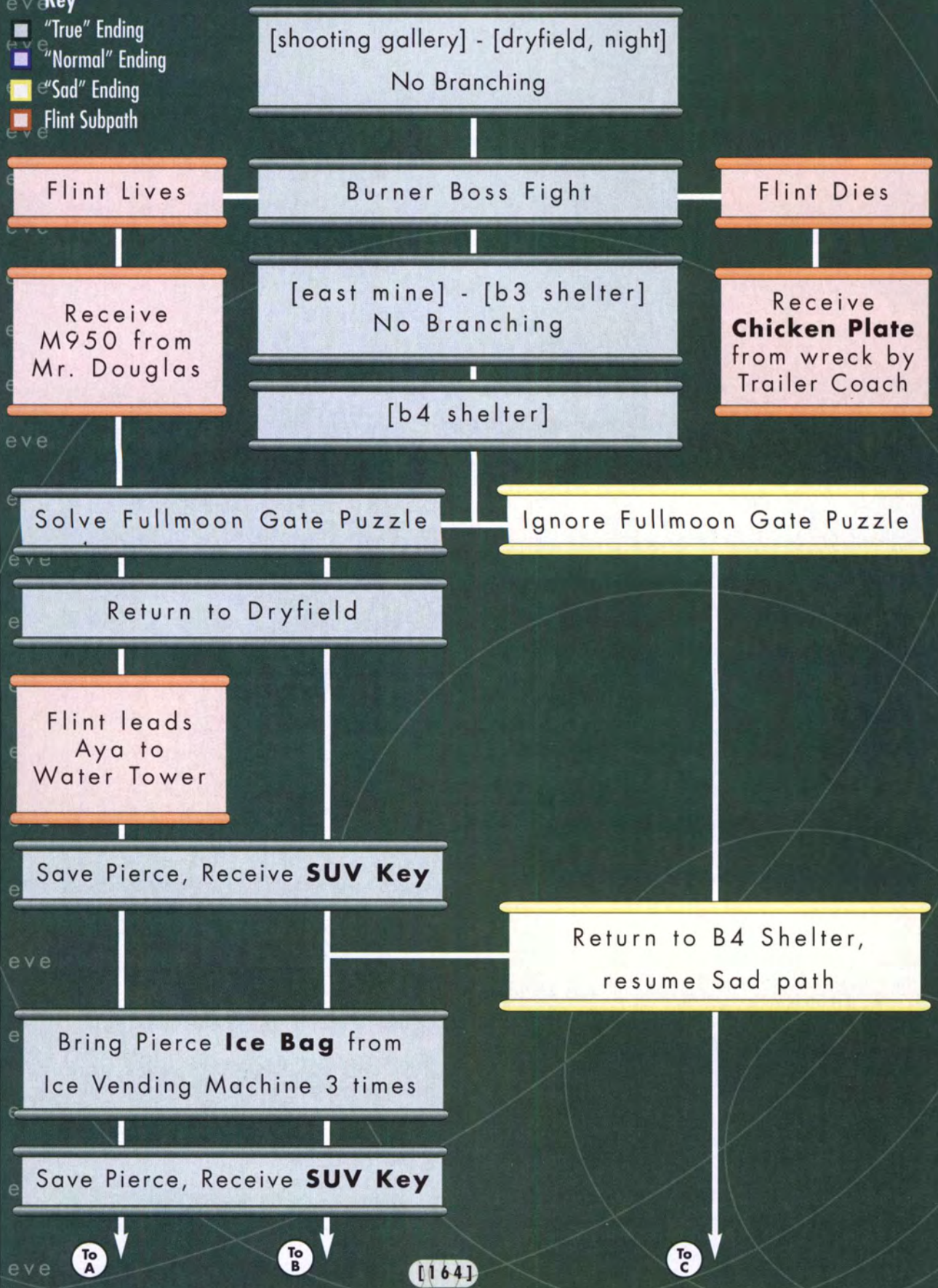


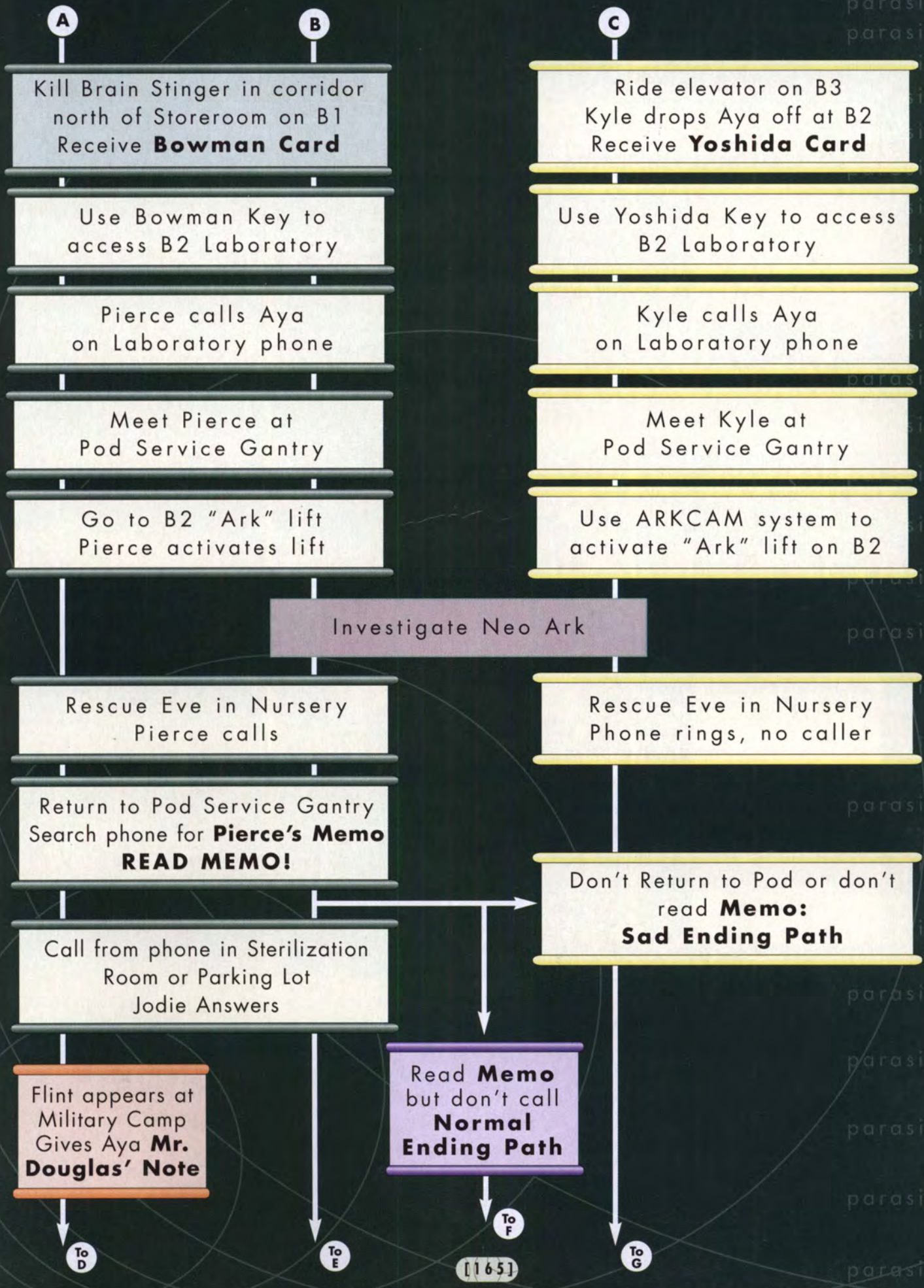
If Flint is dead, then he obviously won't lead you to Pierce if you return to Dryfield through the B4 Shelter level. You would have to find Pierce strictly by luck!

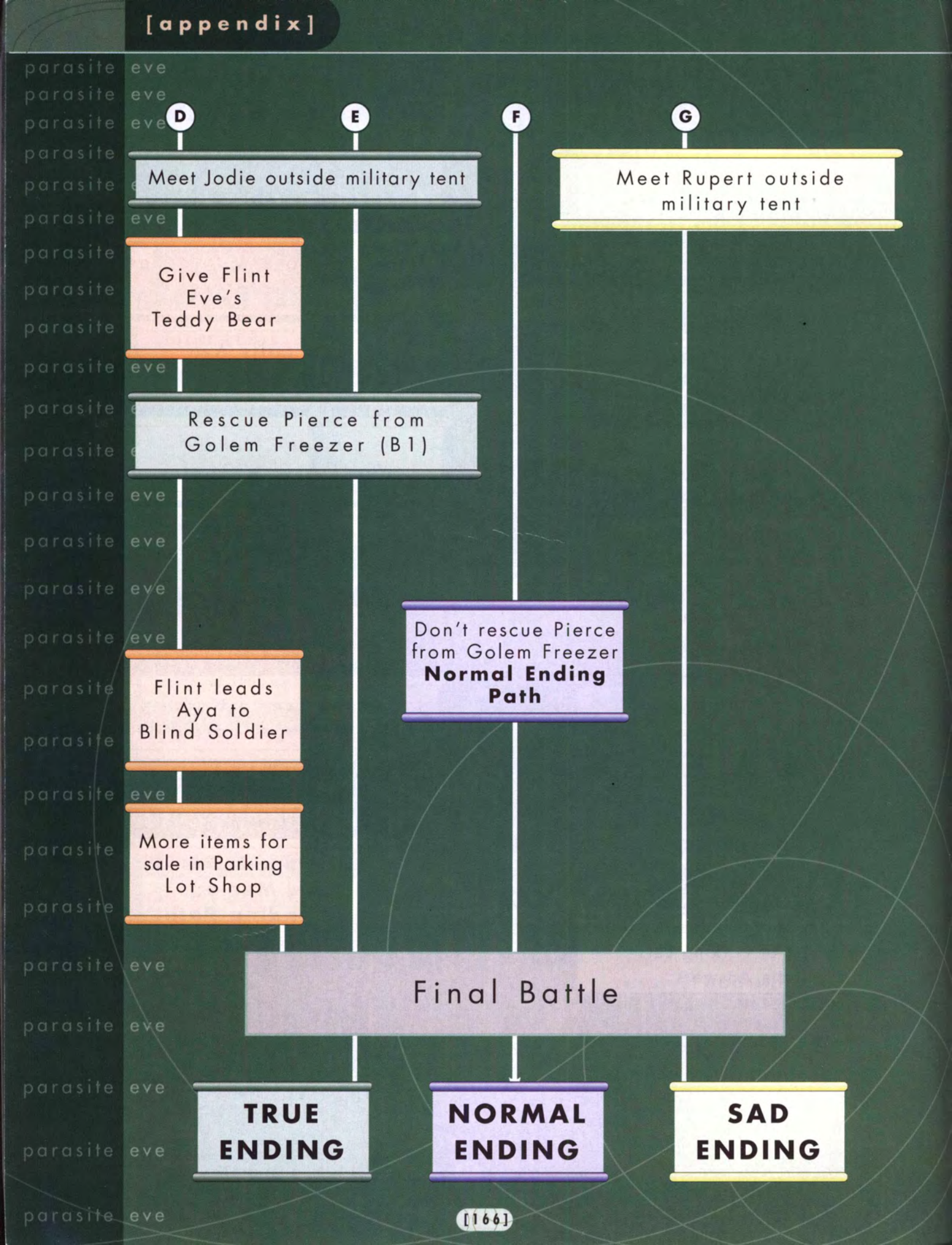
If Flint lives through the Burner assault, you can find him at the Army camp, wagging his tail and ready to give Aya the **MP Boost2** and the Container with **Mr. Douglas' Message**. Give Eve's Teddy Bear to Flint, and he'll lead you to a blind soldier that needs to be rescued. If the poor dog is dead, you cannot rescue the blind soldier (he's in the Sterilization Room regardless of if you saved Flint or not). Rescuing this soldier causes the Sergeant who operates the Military Shop in the Parking Lot to add some cool items to the inventory for you to purchase, such as the **M249 Rifle** and the **MM1 grenade launcher**.

So, if you add it all up, saving Flint nets you a lot of bonus items throughout the game, whereas allowing Flint to die gets you only the Chicken Plate.

[path flowcharts]




A
B
C
Kill Brain Stinger in corridor north of Storeroom on B1
Receive **Bowman Card**
Use Bowman Key to access B2 Laboratory
Pierce calls Aya on Laboratory phone
Meet Pierce at Pod Service Gantry
Go to B2 "Ark" lift
Pierce activates lift
Ride elevator on B3
Kyle drops Aya off at B2
Receive **Yoshida Card**
Use Yoshida Key to access B2 Laboratory
Kyle calls Aya on Laboratory phone
Meet Kyle at Pod Service Gantry
Use ARKCAM system to activate "Ark" lift on B2
Investigate Neo Ark
Rescue Eve in Nursery
Pierce calls
Rescue Eve in Nursery
Phone rings, no caller
Return to Pod Service Gantry
Search phone for **Pierce's Memo**
READ MEMO!
Don't Return to Pod or don't read **Memo:**
Sad Ending Path
Call from phone in Sterilization Room or Parking Lot
Jodie Answers
Flint appears at Military Camp
Gives Aya **Mr. Douglas' Note**
Read **Memo** but don't call
Normal Ending Path
To D
To E
To F
To G


D
E
F
G
Meet Jodie outside military tent
Meet Rupert outside military tent
Give Flint Eve's Teddy Bear
Rescue Pierce from Golem Freezer (B1)
Don't rescue Pierce from Golem Freezer
Normal Ending Path
Flint leads Aya to Blind Soldier
More items for sale in Parking Lot Shop
Final Battle
TRUE ENDING
NORMAL ENDING
SAD ENDING

[ranking]

When you finish a game of *Parasite Eve II*, you are awarded a ranking based on the amount of EXP you accumulated. Now you can see how important it is to respond to all Hot Zone Alerts!

The ranking you receive will add three certain items to the shop lists available in "Replay Mode." The items that are added depend on the ranking you receive. Examine the Next Play Bonus Chart (see table that follows) to see which items you'll receive.

As you can see, there are advantages to replaying over and over, achieving a different total EXP each time—including the low ones! Eventually, most of the various items will be available at the shops from the very beginning of the game.

The sad news is it's almost impossible to get a ranking better than "B" in your first game. Even if you respond to every Hot Zone Alert and kill every monster, there is *still* not enough cumulative EXP in a first run-through to warrant an "A" or "S" ranking. To achieve the colossal "S" rank, you must win at "Scavenger Mode" or "Bounty Mode," where the extra GOLEM Soldiers in the game add up to greater EXP.

Ranking is also influenced by which mode you're playing. Finishing "Bounty Mode" increases your rank by 1, "Scavenger Mode" by 2, and "Nightmare Mode" by 3. For example, if you play "Scavenger Mode" and achieve enough EXP to receive a "B" rank, you will actually get an "S" because of the +2 ranking bonus for finishing "Scavenger Mode"!

NEXT PLAY BONUS CHART

Total EXP	Rank	Items Added to Shops
400001+	S	Gunblade, Ringer's Solution, Eau de Toilette
200001-400000	A	Hyper Velocity, Hunter Goggles, MP Boost2
75001-200000	B	MM1, Airburst Grenades, Recovery3
72001-75000	C	M249, .44 MaedaSP Rounds, Cola
69001-72000	D	.44 Mongoose, Magnum Rounds, Skull Crystal
66001-69000	E	AS12, R.Slug Rounds, Firefly Rounds
62001-66000	F	Aya Special, 9mm Spartan Rounds, Lucky Card
57001-62001	G	Javelin, MD Player, Holy Water
51001-57000	H	Pike, Lipstick, Tactical Armor
44001-51000	I	Hammer, Belt Pouch, MP Boost1
16001-44000	J	M203, Protein Capsule, 9mm Hydra
14511-16000	K	M9 Bayonet, M4A1 M Clip, Flare
14510 or less	L	Monk Robe, Medicine Wheel, Recovery2

[points balancing]

At the end of a game, you receive a total EXP and BP. This amount is determined by adding the amount remaining after the final battles, plus the following bonuses for Key Items picked up or persons rescued.

BP BONUS LIST

Item/Event	BP Bonus
Armory Cardkey	10,000
Mendel (Sept. issue)	10,000
Bowman's Card	30,000
Yoshida Card	10,000
Teddy Bear	10,000
Aeris (Sept. issue)	5,000
Rescue Pierce	30,000
Rescue Soldier	30,000

The amount of EXP and BP you begin your next game with is also determined by which Mode you select to play. The harder the Mode you choose, the less EXP and BP you will retain. In "Nightmare Mode," you begin with 0 EXP and 0 BP. Best of luck!

To reach the amount of EXP required to gain the hidden bonus items (such as the Gunblade or Hypervelocity), you must finish either "Bounty Mode" or "Scavenger Mode." There is a greater bonus for finishing Bounty, Scavenger, or Nightmare Mode, as illustrated in the following chart, which also shows how much EXP and BP you'll retain from your previous adventure.

POINTS BALANCING BY MODE*

Mode Name	Bonus EXP, BP Balance	Bonus for Clearing Game	Ranking Bonus
Replay Mode	Retain 10%	x1	0
Bounty Mode	Retain 5%	x3	+1
Scavenger Mode	Retain 1%	x5	+2
Nightmare Mode	None	x10	+3

**Percentages based on Normal Mode being the 100% measure.*

Finishing a game of *Parasite Eve II* is not even half the battle! Replay Mode and Bounty Mode will open after you finish your first game. If you accumulate a total EXP of 69001 or more in any mode, then you will open Scavenger Mode. Finishing Scavenger Mode will open the fourth and nearly impossible Nightmare Mode.

REPLAY MODE

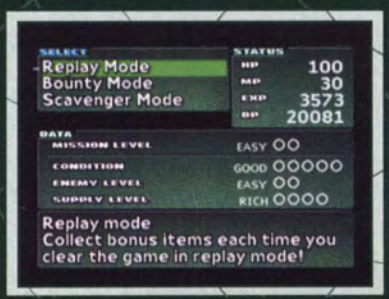
Replay Mode becomes available when you finish Normal Mode (your first game). This is basically a replay of an initial game, with a few advantageous differences.

You retain a better portion of your EXP and BP balance from the previous game than in any other Mode. You can purchase the bonus items added to the shop lists according to your ranking. You should be able to use these items to cut your enemies, and your next game time, in *half*.





Also, you can buy back your old PE powers at the same level as before. However, since PE Abilities in Replay Mode cost *less than half* the amount of EXP to invoke in Normal Mode, it's actually more practical to start from scratch! You should be back to level 2 on most of your PE abilities by the end of the Akropolis Tower section. Enemy attacks are cut by 50 percent, making this mode a breeze.



Replay Mode is easier than your first game.



Items gained via ranking are available only in Replay Mode.



You can purchase PE Abilities from the previous game. But talk about inflation!

BOUNTY MODE

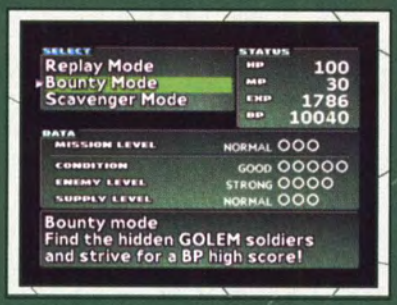
Bounty Mode becomes available when you finish your first game. This is a challenging experience indeed, since GOLEM Soldiers will appear in many areas early in the game! The balance of EXP and BP from your previous game will be *lower* than in Replay Mode, making it more difficult to purchase the armor and weapons that can be quite helpful right at the beginning.

You will most likely encounter GOLEMS when responding to Hot Zones as they appear on the GPS. Defeating GOLEMS raises the amount of total EXP you can accumulate in a game, but what a struggle! Enemy attacks are *twice as powerful*, so save your game often!



You can only purchase the normal items—items gained by ranking *do not appear in the shops!* You should purchase the PA3 or M4A1 immediately to survive. Also, you cannot buy back PE Abilities; they must be invoked. On the other hand, EXP costs are *reduced by 20%* to help.

Items gained by your ranking in Bounty Mode will be available in the next Replay Mode. Create a different save on your memory card!



*Bounty Mode is **much** more difficult than Normal Mode.*



Find and defeat the GOLEM Soldiers to get a higher total EXP and BP.

SCAVENGER MODE

Scavenger Mode requires you to find some other means to fight, because there are only a few *extremely expensive* items to purchase in any of the shops. This mode becomes available when you clear any game with 69001+ EXP. You could very easily achieve Scavenger Mode in your first game simply by keeping a close eye on your GPS, refraining from involing too many spells, and clearing every Hot Zone.

Using the items you find wouldn't be so bad, except that Aya is generally at a disadvantage the whole time. Due to her exhaustion, she causes about *half* the damage with either weapons or PE. Enemies inflict *double* their normal damage, and Aya can easily be killed with 2-3 hits from any foe. Aya begins with 10 MP, so PE abilities help very little.

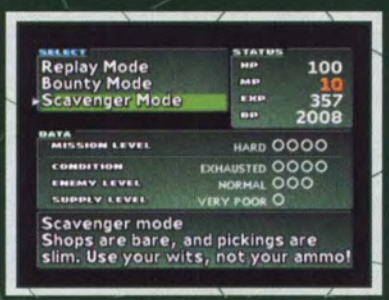
To clear Scavenger Mode, you must purchase armor that resists IMPACT and has a high MP bonus (if you can find any). The MM1 is the only weapon available, and you should save up to buy this and the Medicine Wheel ASAP. You'll need to have airtight running and dodging skills to avoid Chasers charging at you and other things. EXP costs for PE abilities have been *lowered by 20 percent*, so figure out how to fight without them until you've raised them all to level 2 or 3. Be well prepared for the Chaser battle at the Water Tower area in Dryfield. You will die several times there, guaranteed.



Whether Scavenger Mode is actually harder than Bounty Mode is debatable. You might have an easier time getting a higher rank in Scavenger Mode, and finally get that coveted Gunblade. Items received in Scavenger Mode will be available in your next Replay Mode.

The greatest benefits of enduring Scavenger Mode are that by defeating it:

- You unlock the nightmarishly impossible **Nightmare Mode**.
- You rank two levels higher than your cumulative EXP dictates on the Next Play Bonus Chart. Your final EXP and BP are multiplied by 5! By clearing all Hot Zones, you're sure to receive the coveted **Hyper Velocity** or **Gunblade**!



Scavenger Mode is incredibly difficult.



There are so few items to buy!



Aya is in bad shape; she takes triple damage and gives only half!

NIGHTMARE MODE

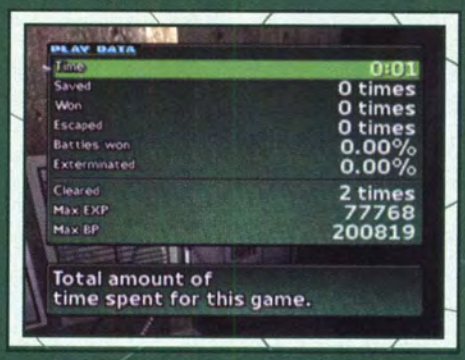
Nightmare Mode is a cross between Bounty Mode and Scavenger Mode. Best of luck—this author won't even *dare* play it. You start with 50 HP and 30 MP, so save often. Hidden GOLEMS are loose everywhere, but they attack at triple the amount of damage. Aya causes about 20 percent of the damage she would do in Normal Mode, so the situation is rather grim. However, if you have the skills to pay the bills, *your EXP and BP will be multiplied by 10, and your rank increased automatically by 3!*

STATUS CHECK



No matter which mode you play, all of them have a new feature. You can see your exact progress at any point by going to any Phone. There are now four options: The first lets you save your game; the second shows a number of stats regarding your current and cleared games; and the third and fourth display your weapon and PE usage statistics. Use these charts to determine which are the most effective PE and the most effective weapon so that you can spend your EXP and BP more wisely in the future. Use your game statistics to see what percentage of the total enemies you've killed. Can you reach 100 percent kills? Search hard, they're hiding!









[bonus items]

As explained previously, you can purchase items from any shop in Replay Mode after achieving the appropriate rank. Some items are only available in Replay Mode, and only after achieving a very high or very low ranking. You can only acquire these items by defeating Bounty Mode or Scavenger Mode.

HYPERVELOCITY

This is an experimental hand-held railgun that is only available in Replay Mode. You can purchase it in any shop if you achieve an "A" rank, but this weapon is so heavy and kicks so hard, it's not worth it in most cases. It also requires a full 30 seconds to charge up before it fires!

However, if you have the time and the space to wait for Aya to lift it, charge up, and shoot, almost nothing will be left standing on the other end. Aya can purchase it for 20000 BP.

GUNBLADE

Lovers of SQUARESOFT games will recognize this as the symbolic weapon from *FINAL FANTASY VIII*. It operates in exactly the same fashion. You can load it with any type of shotgun ammunition. Press R1 to swing, then press R2 upon the instant of impact to fire the slug. The extra damage depends on the shells loaded. Using R.Slugs in this weapon is crazy—you can inflict nearly 3000 HP damage! The Gunblade is only available in Replay Mode, when an "S" rank is achieved. Aya can purchase it for 10000 BP.

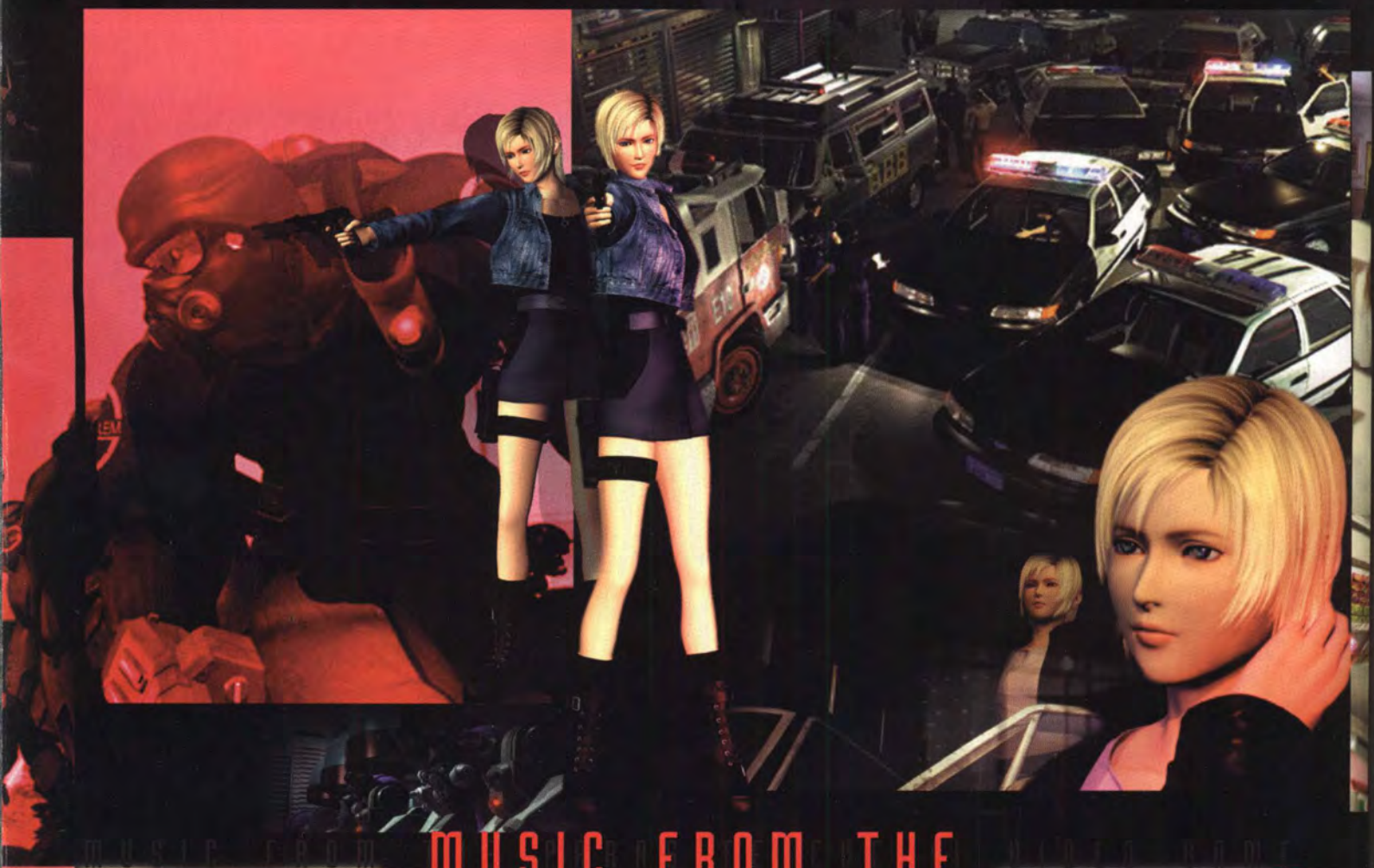
MONK ROBE

This accessory turns Aya into something of a spell-casting wizard. With 10 attachments, it's handy to use in battle and frees Aya's movement some. This armor enables Aya to recover additional MP and regenerate a small amount of MP when she gets hit.

To purchase this item, you must do *really badly* in any Mode. To achieve a total EXP of 14510 or less, you have to walk out on many battles! You have to go the distance with the Burner, so that it escapes, Flint dies, and you only get 1000 EXP. Aya can purchase this armor in Replay Mode for 3000 BP, once a rank of "L" is achieved.

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[it's back]

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